

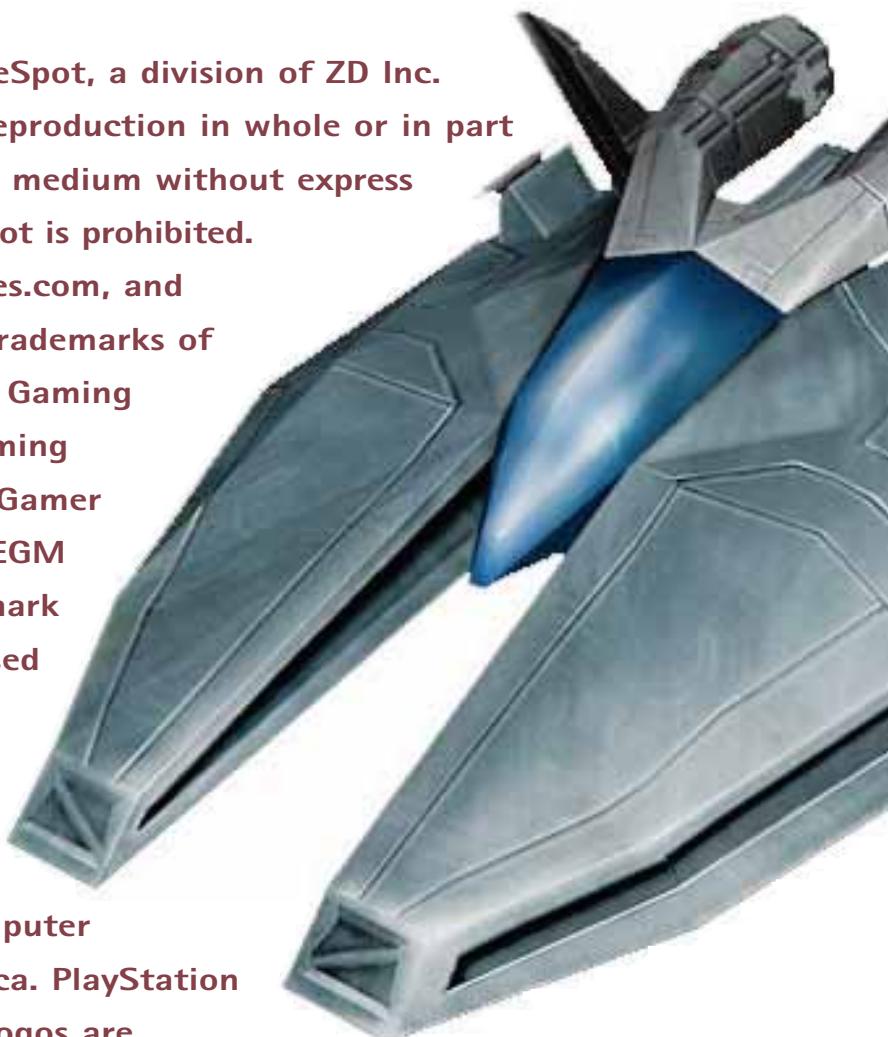
GAMESPOT GAME GUIDE: DESCENT 3

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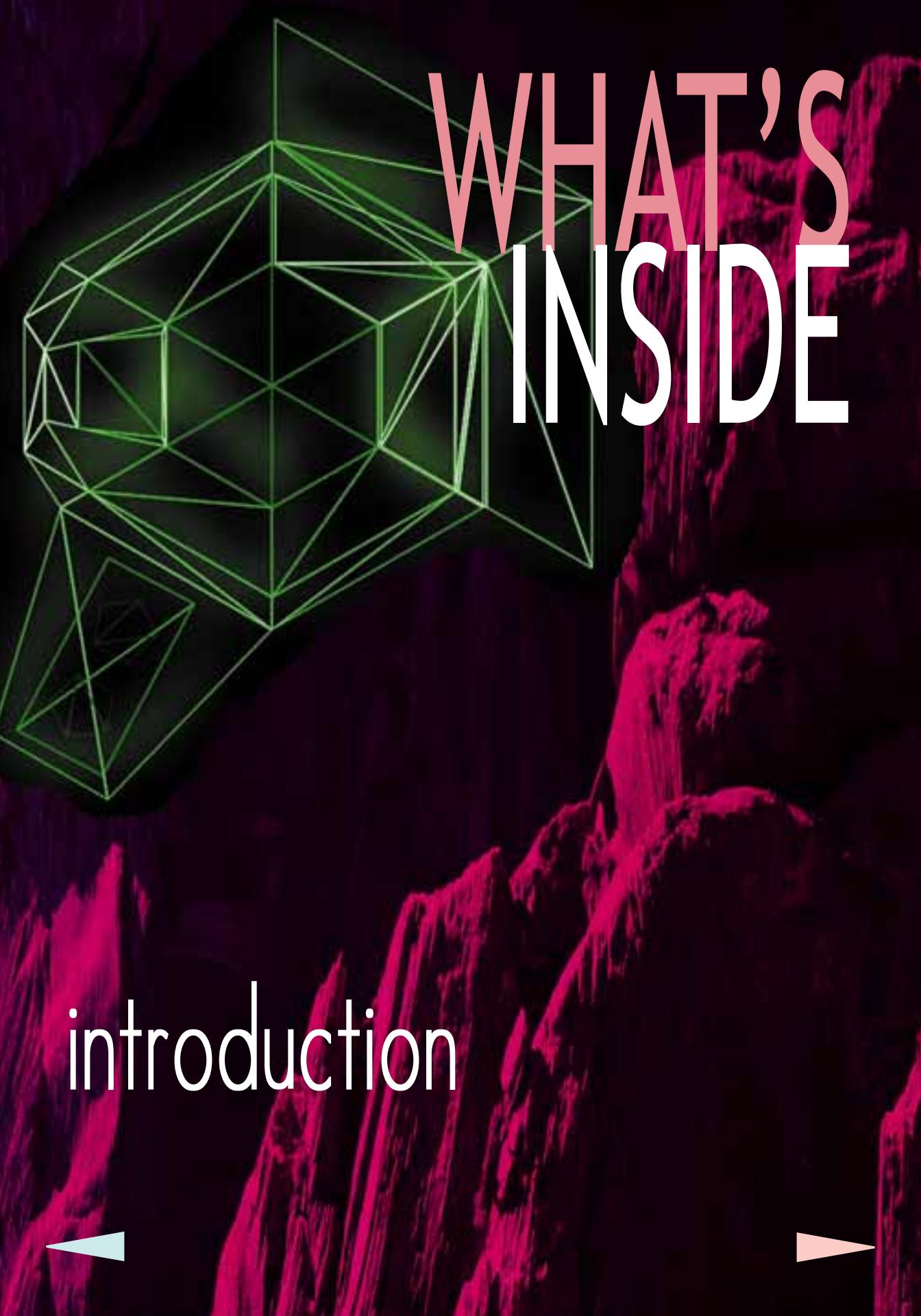
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WHAT'S INSIDE

introduction





Descent 3 is a beautiful-looking and tough game that will challenge the most hardened player out there. Spread over 15 futuristic levels, each populated with cunning and brutal robots that perhaps represent the best in AI programming, you'll be forced to deal with challenging situations, interesting puzzles, various objectives, internal and external worlds, and a whole host of varied weaponry.

At its heart, **Descent 3** is one of the more challenging games ever produced, and to be successful, you must develop an entirely new set of skills. That's where this strategy guide comes in. Here, you will find a complete walk-through for each level that composes the campaign as well as a rogue's gallery of the many enemies you'll face and how best to handle them. Further, we've included strategies and tips for each weapon you can outfit your ship with as well as general ship strategies and multiplayer tips to amaze your friends. By the time you've absorbed all this information, you'll be ready to conquer the world of **Descent 3**. Enjoy.

CHAPTER ONE

control configuration
and basic concepts



A challenging task for the first-timer Descent player is just learning how to keep the ship upright. If that's a problem you're facing, this chapter was made just for you. Controlling your ship is fundamental to successfully completing level after level of the single-player game and beating your friends in the multiplayer arena. Read on to get the basics of a comfortable control scheme as well as learning about concepts such as the objectives list and the helpful GuideBot.

SETTING UP A COMFORTABLE CONTROL SCHEME

One of the toughest tasks for a novice Descent player is configuring a control scheme that feels comfortable. Descent is unlike most first-person action games because in its world, you aren't restricted to walking on a surface. In this world, you're free to move in any direction including up and down.

If you're a veteran of first-person shooters, you should have little problem getting a few of the basics—looking around, strafing left and right, firing primary and secondary weapons, and piloting your ship forward. However, that's just the tip of the iceberg with Descent. Here, you must also practice the art of strafing up and down and rolling left and right. Remember, your ship can travel in any direction (and you will!), and often you'll become disoriented with your ship floating around every which way. Rolling left and right is a key way to reposition your ship in its upright position (unless you are using the auto-leveler).

So, what are the basics for a solid control scheme? While some players might opt for a well-stocked joystick, others move for the mouse and keyboard combination. The mouse is used to position



your ship's viewpoint left, right, up, and down. The two mouse buttons usually fire primary and secondary weapons. As for the keyboard portion of this combo, players tend to gravitate to the WASD combination—W moves you forward, S moves you backward, A strafes left, and D strafes right.

So far, this set up is like a simple first-person shooter, but don't forget: several other keys must be mapped appropriately. Rolling left or right isn't necessarily a huge priority, but the Q and E keys, especially since they hug the W key so perfectly, make great rolling keys. If you ever need to get upright, the two keys that'll get you there are just one finger length away. As for strafing up and down, these are usually the most difficult keys to get comfortable with. Some players choose R and F, as they are adjacent to the movement keys.

Even with the advent of mouse and keyboard combos in first-person shooters, some players still prefer the keyboard only for their Descent play. Here, you would use a set of four keys (probably the arrow keys) for the ship's viewpoint and another set of four (probably WASD combo) for moving forward, backward, and strafing left and right.

THE IMPORTANCE OF MANEUVERABILITY

As you'll soon find in both the single and multiplayer games, often the key to effective Descent play isn't who's got the biggest weapon, but who is more quick and agile. Someone wielding the mighty fusion cannon could face problems against a more agile player who's simply using the laser cannon. To compete against some of the better player's you'll face in multiplayer games (or some of the tougher bots in the single-player game), practice different ship maneuvers. Practice strafing in all directions; practice using the

A vertical strip on the left side of the page showing a screenshot from the game Descent 3. The scene is set in a dark, reddish-brown alien environment with jagged rock formations. A player's ship is visible in the lower-left foreground, and a larger enemy ship is in the upper-left background.

afterburner to make a quick turn; and practice keeping your ship in perfect orientation to get off the best shot against your opponent.

WEAPON BASICS

Still, as important as maneuverability is, you can't win by being the fastest ship—you must still understand how to use your weapons effectively. Don't restrict yourself to mastering only one weapon; you can't be certain you'll always maintain possession of it in multiplayer games, and who knows when you might run out of ammunition in a single-player game. Practice with each weapon and try to get a feel for the firing rate, the speed at which the projectile travels, and the approximate damage doled out by the weapon.

One of the most difficult aspects of effective weaponry is leading your opponent or enemy bot. In multiplayer games, you'll find the enemy ships are quite fast, especially as player's start using the afterburner. In the single-player game, enemy bots will strafe, bob, and weave as you try to take them out with primary weaponry. Keep in mind several elements of each weapon, from its range to its firing rate, when attempting to lead an opponent. With practice, you'll be surviving in single-player games and raking up kills in multiplayer matches before too long.

KEEPING AN EYE ON THE OBJECTIVE LIST

Figuring out what to do next in the single-player game can often get tricky, especially during complex missions. Fortunately, Descent 3 features a very useful objective list that's always at your fingertips. Pressing Shift-Tab at any time during the game will bring up a menu where you can refresh your memory by checking out the objective list. The list recites the mission objectives in order as well as ones you



have or have not completed. Positioning the mouse over any one of the objectives provides additional information regarding the completion of that particular objective.

Another useful tool to use during the single-player game is Shift-F8, which brings up the ship's chat log. During several missions, you will receive messages and new orders from various individuals. Most, if not all, of those messages are kept in that ship log. The log keeps important mission information and clues you've discovered; plus, it notes which objective was just completed.

Don't underestimate the usefulness of the GuideBot, especially if you're hopelessly lost inside a large level (though this Descent 3 Game Guide should solve that problem!). Scattered around most levels, you'll also find power-ups for your GuideBot, including accelerator (speeds the GuideBot up) and the fire extinguisher (puts out ship fires). Study the function of each power-up and use it accordingly.

USING THE GUIDEBOT

With massive, winding tunnels that are often more confusing than anything else, it's not difficult to get lost inside the huge world of Descent 3. But, that's what the GuideBot is for. Pressing F4 during gameplay brings up the GuideBot's initial menu; from there, you can rename him if you like or release him from your ship.

The GuideBot's biggest asset is the ability to seek out the location of the next mission objective. Once he's been released, hit F4 again to bring up the menu, which you'll notice is quite larger this time. From here you can perform all sorts of functions, such as ask the GuideBot to seek out shield or energy power-ups and, as mentioned, location of mission objectives. Keep in mind sometimes he can't reach the objective because the path is blocked for whatever reason (usually a locked door). Additionally, sometimes he'll lead you to the objective, but you'll have to perform some action or solve some puzzle in order to complete the task.

CHAPTER TWO

ships, weapons,
and missiles





Though you can spend hour upon hour mastering the finer points of circle-strafing and using the afterburner, if you aren't armed sufficiently, you'll never survive the tough single-player game or challenging multiplayer skirmishes. What follows is an explanation of the three ships available in Descent 3 as well as the weapons used to arm them. Read on to discover the differences between a mega and smart missile and the best moments to use certain weapons.

PLAYER-CONTROLLED SHIPS

Each ship performs nearly the same, but the subtle differences can throw some players off. While the pyro-GL features everything right in the middle, the phoenix and magnum feature extremes in both speed and weapon capacity that make them ships for special occasions. Choose the ship that best suits your playing style, whether it be quick movement or weapon hoarding.

PYRO-GL

Max trans-atmospheric speed: 2,000 knots

Maneuverability rating: 4.62 ZG-units

Shield rating: 1.0 flux: standard output, ACM grade magnetic-repulsory wave device

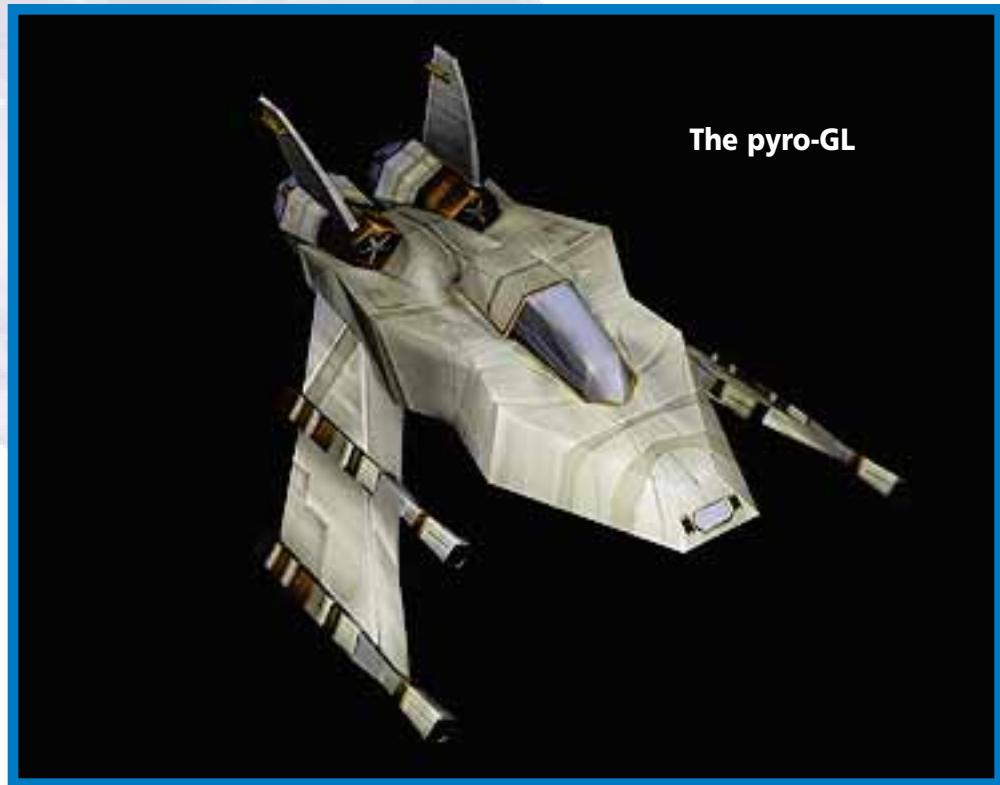
Ordnance: Mid-level primary fuselage configuration with a maximum of 100 missile stores in internal bays and external hardpoints

Wingspan: 13.5 units

Overall length: 14.55 units

Height: 7.35 units

Weight empty: 12,833 lbs.



The pyro-GL served you well in the previous Descent games and does its job through most of the single-player game in Descent 3. Average down the line, the pyro-GL boasts a solid shield, a steady speed, and ample space for ammunition and missiles. Once you acquire other ships in the single-player game, you'll probably want to test out the different models. But, don't forget your roots; the pyro-GL might not have the capacity of the magnum or the speed of the phoenix, but there's something to be said for having few disadvantages.

PHOENIX

Max trans-atmospheric speed: 2,790 knots

Maneuverability rating: 8.0 ZG-units

The phoenix

Shield rating: .85 flux: minimum output, CCM grade magnetic-repulsory wave device

Ordnance: Low-level primary fuselage configuration with a maximum of 66 missile stores in internal bays and external hardpoints

Wingspan: 13.7 units

Overall length: 17.25 units

Height: 5.1 units

Weight empty: 10,445 lbs.

The phoenix can only hold a measly 66 missiles, so its light weight and sleeker design means that this well-designed ship can travel especially fast—really fast, especially with the afterburner kicked in. If you enjoy using lighter weaponry and bobbing and weaving your

way around enemy bots, the phoenix is the ship for you. Keep in mind that the phoenix's shield rating also suffers because of the extra emphasis on speed. Though it's agile, you can't take quite the punishment you can in both the pyro-GL or the beefy magnum. You acquire the phoenix after mission six.

MAGNUM

Max trans-atmospheric speed: 1,530 knots

Maneuverability rating: 3.2 ZG-units

Shield rating: 1.13 flux: enhanced output, DCM grade magnetic-repulsory wave device

Ordnance: High-level primary fuselage configuration with a maximum of 143 missile stores in internal bays and external hardpoints

The magnum



Wingspan: 13.65 units

Overall length: 17.7 units

Height: 7.05 units

Weight empty: 16,159 lbs.

If you keep maximizing the missile slots in the pyro-GL or the phoenix, you'll want the extra holding capacity of the magnum war machine. Holding an insane 143 missiles, the magnum is slow but durable and can hold enough firepower to make it through an entire level without flinching. That extra-low maneuverability rating, however, can be a tough hurdle to overcome. Sure, you'll have tons of firepower, but you'll float in the room like a sitting duck. Select the magnum if you prefer your fights toe to toe without all the fancy moving around. You acquire the magnum after mission nine.

PRIMARY WEAPONRY

Although secondary weaponry will generate plenty of kills for your cause, it's the primary weaponry that will get the most use. From lasers to flamethrowers, study each weapon carefully to understand its idiosyncrasies, such as firing rate, recharge rate, kick-back, damage potential, and energy usage. Especially in the single-player game where ammunition can run dry, there's often a best weapon for a given primary situation.

LASER CANNON

Damage: Low (medium with quad)

Firing rate: Average

Max ammunition pyro-GL: 200 energy

Max ammunition phoenix: 200 energy

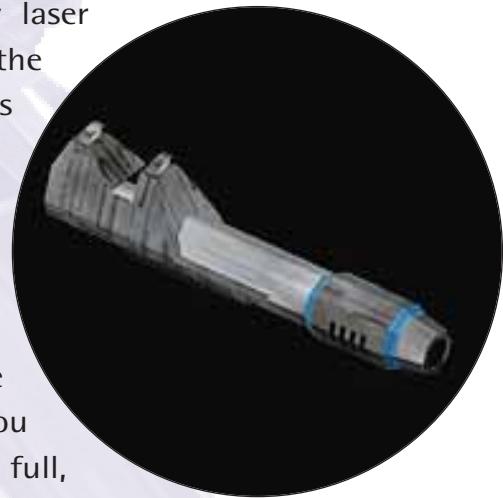
Max ammunition magnum: 200 energy

Ammo use rate: Low

Always at your side, the trusty laser cannon serves its purpose in the lower levels, but as you progress through the more difficult missions of Descent 3, the laser cannon becomes less and less useful. But, with its low energy use and its relatively unlimited ammunition (because it uses the ship's energy reserves, which you shouldn't have a problem keeping full, at least for awhile), the laser cannon is certainly dependable. A skilled strafing pilot can take out even the toughest of enemy bots with this simple tool.

On the first few levels of the game, where the enemy bots aren't especially tough, you should use the laser cannon as your primary weapon, eschewing the use of such early game acquisitions as the napalm cannon (which uses its ammo like it grows on trees). Mixed with a missile or two (concussion or homing), the laser cannon shouldn't have any trouble taking out any bots you'll face on the first few levels. Early in the game, you'll locate a quad laser power-up; once affixed to your ship, your laser cannon will remain forever improved unless the device is stolen by a thief bot, or you're destroyed and fail to recover it.

For multiplayer games, the laser cannon won't be as useful. Against human-controlled craft, the weapon becomes too slow and weak against the more powerful weapons in the game. The only time you should rely on the laser cannon during a multiplayer contest is directly after a respawn, when it's the only weapon in your possession.



Don't underestimate the laser cannon.

SUPER LASER

Damage: Medium

Firing rate: Average

Max ammunition pyro-GL: 200 energy

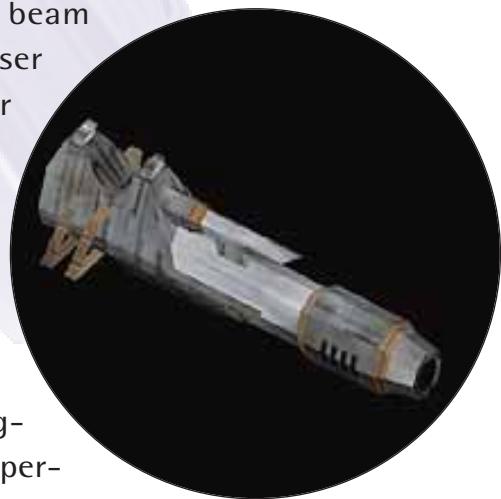
Max ammunition phoenix: 200 energy

Max ammunition magnum: 200 energy

Ammo use rate: Low

Distinguished by its yellow beam instead of the standard laser cannon's blue beam, the super laser packs an additional punch, with little effect on your energy reserves. After acquiring this weapon in the single-player game, it should become your weapon of choice, at least until the enemy bots become significantly stronger. Because it performs so much like the standard laser cannon, all its strategies apply. Don't underestimate the power of the super laser, however, which comes equipped with quad power built in. It may just shoot simple lasers, but those lasers pack quite a punch.

For multiplayer games, most players will still opt for the more powerful and pyrotechnic weapons in the game. Some Descent pilots just won't find the super laser interesting enough to use on a regular basis. Still, the super laser is powerful and a skilled, agile pilot can rack up the kills through effective dodging and circle strafing.



The super laser can take down an enemy's shields in no time.

VAUSS CANNON

Damage: Medium

Firing rate: Fast

Max ammunition pyro-GL: 10,000 vauss rounds

Max ammunition phoenix: 15,000 vauss rounds

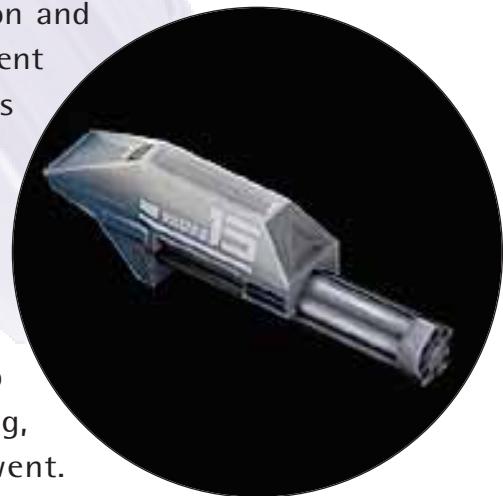
Max ammunition magnum: 12,000 vauss rounds

Ammo use rate: Medium

Taking over for the vulcan cannon and gauss guns of the previous Descent games, the vauss cannon (perhaps a combination of the two?) acts not unlike the chaingun or machinegun you might see in traditional first-person shooters. The vauss cannon holds a bunch of its own ammo, but if you keep that fire button down for too long, you'll wonder where it all went.

Powerful and with the ability to score multiple hits with the same shot, the vauss cannon becomes a powerful ally once acquired. But with limited ammo (and it's occasionally difficult to find), you should only rely on its power for tougher enemies.

One of the biggest downsides to the vauss cannon is its accuracy. Because it fires out several rounds at once, those rounds have a tendency to spread out over a distance. So, the further you are away from the target, the more difficult that target will be to hit. Keep that in mind, then, when you've got your sights on an enemy bot far in the distance. If you keep that vauss trigger on and wonder why this pesky bot isn't dying, you're probably just wasting ammo as



**Fire the
vauss cannon
in short,
controlled
bursts.**



most of the rounds are simply passing by the enemy. Wait until you are in closer range; you'll score more hits and do significantly more damage!

In multiplayer games, the vauss cannon is especially good for sneak attacks. There's little warning when the vauss cannon kicks into full gear. If you quietly approach a camping human player, get right behind his exhaust powers, then unleash the vauss cannon at his vulnerable ship, not only will you cause the poor fellow to jump in his seat, but his ship probably won't hold up too long either. Also, because the vauss scores multiple hits (again, depending on range) with each shot, the cannon has a tendency to confuse and disorient its target. While your enemy is bouncing all around from constant multiple hits, it'll be quite difficult for him to get off an accurate shot of his own much less find a way to evade or defend himself.

MASS DRIVER

Damage: High

Firing rate: Slow

Max ammunition pyro-GL: 30 mass driver rounds

Max ammunition phoenix: 20 mass driver rounds

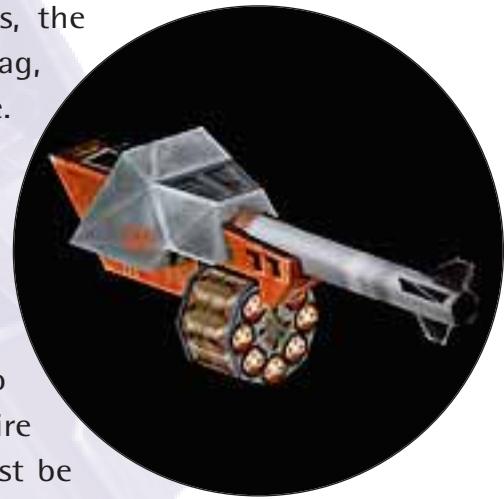
Max ammunition magnum: 20 mass driver rounds

Ammo use rate: 1 per shot

The sniper (or camping) weapon of Descent 3, the mass driver fires slow yet very powerful rounds and isn't unlike the rail gun from Quake II. And as for the sniping part, if you hold down the fire button as you prepare to unleash the mass driver, your view zooms, even indicating the distance to your target. Once you've acquired a stationary target (a moving target is very difficult to hit with the mass driver), just let go of the fire button and watch the enemy crumble.

As with most sniping weapons, the mass driver can be a mixed bag, especially in the hands of a novice.

For starters, while zoomed, you can't see anything else around you, especially with your peripheral vision and, to a lesser extent, your rear view (unless you manage to pay attention to rear cameras while trying to acquire a target). With this said, you must be prepared to switch weapons and engage in combat at a moment's notice. Human opponents in multiplayer games will find no greater satisfaction than destroying you while you're camped in zoom-mode hoping to blow someone to bits with the mass driver.



The weapon for the sniper at heart, the powerful mass driver.

MICROWAVE CANNON

Damage: Medium

Firing rate: Fast

Max ammunition pyro-GL: 200 energy

Max ammunition phoenix: 200 energy

Max ammunition magnum: 200 energy

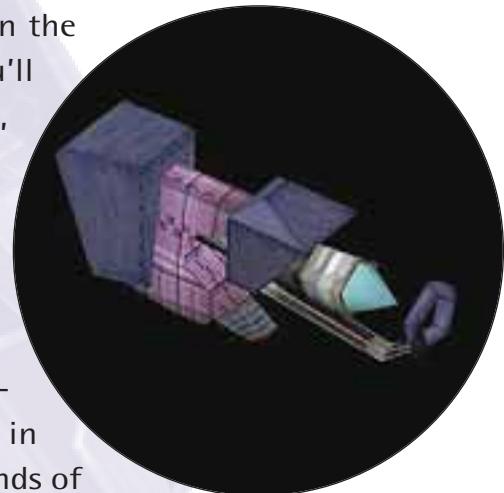
Ammo use rate: Medium

Special: Magnum fires three microwave bolts

With an extremely fast firing rate with only a moderate loss to energy reserves, the new microwave cannon becomes a useful ally in your mission against the enemy bots. The special aspect of the microwave cannon is that, once hit, the enemy becomes disoriented

(if you've been hit by this thing in the early single-player levels, you'll know exactly what I mean), opening the way for additional microwave bolts to come in. Once the bot is in this bad position, it won't be long before its completely destroyed.

The disorientation effect becomes even more enjoyable in multiplayer games. Fire a few rounds of the microwave cannon at a player, and he'll have trouble even controlling his craft. Mix this in with a few homing missiles (or the like) and you'll have little trouble in destroying your enemy. The microwave cannon can be a powerful tool by itself or in conjunction with other weaponry and missiles. And plus, those bolts really look cool.



You can't go wrong with the microwave cannon. It fires fast and dishes out ample damage.

NAPALM CANNON

Damage: High

Firing rate: Constant

Max ammunition pyro-GL: 100 napalm rounds

Max ammunition phoenix: 70 napalm rounds

Max ammunition magnum: 150 napalm rounds

Ammo use rate: Very high

Special: Phoenix fires one napalm stream; magnum fires three napalm streams.

Once you encounter the bot that controls this weapon in the single-player game, you'll realize how nasty it can actually be. Though the napalm cannon boasts a relatively short-range, if you manage to find yourself inside that short-range, it won't take long for your ship to buckle under the extreme heat. But, even if you manage to get away from the flaming liquid, your ship will likely be on fire, which continues to suck down shields until it extinguishes (either naturally or through your GuideBot).

Though you'll acquire the napalm cannon early in the single-player game (on level 3), you shouldn't waste its powerful rounds against standard enemies that go down just as easily with the default laser cannon. Save the napalm cannon for later missions and tougher enemies, unless you possess full napalm round reserves and have located more. Since the napalm cannon features no long-range component, you must approach enemy bots quite closely to gain the optimum effect; the deeper they are inside your scorching flames, the more damage you'll inflict. Often, it's wiser to light the enemy up and let the fire take its toll before unleashing (or, some might say, wasting) any additional napalm rounds. This move is tricky, however, as the enemy will have time to get off some shots. Judge how important it is to save napalm cannon ammo against the likelihood that you'll be destroyed by a few enemy bot shots.

The napalm cannon becomes a tad trickier to pull off in multiplayer games because you must get in close to your enemies to gain the maximum effect. Most human players just aren't going to let you get that close. If you can sneak up on them, the napalm



Light up the enemy bots with the powerful, close-range napalm cannon.

cannon becomes an excellent choice (nab those mass driver snipers!). Another fun use of the napalm cannon is against players chasing you. If you spot a ship in your rear camera, especially if the guy is at a relatively close range, spin your ship around quickly and pump his face full of hot napalm. He probably will think twice before chasing you down again.

PLASMA CANNON

Damage: Medium

Firing rate: Fast

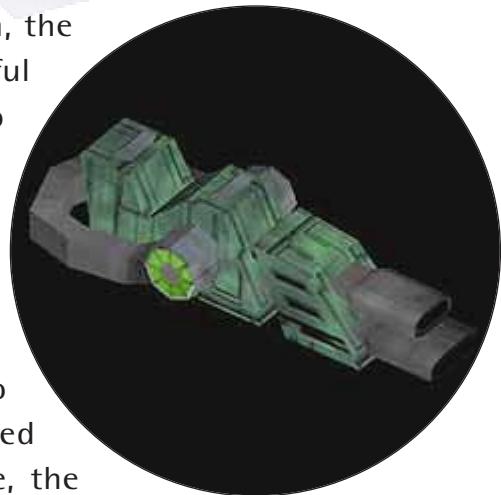
Max ammunition pyro-GL: 200 energy

Max ammunition phoenix: 200 energy

Max ammunition magnum: 200 energy

Ammo use rate: Medium

The perfect circle strafing weapon, the plasma cannon fires fast, powerful bolts at a rate that is difficult to dodge, especially at close range. A favorite from the previous two Descent games, the plasma cannon is often the weapon of choice in multiplayer games because of its quick ability to annihilate a human-controlled ship. For the single-player game, the plasma cannon is equally as powerful, taking down enemy bots quickly. Because it uses the ship's energy reserves, you shouldn't have too much trouble maintaining ammunition



The plasma cannon makes a return in Descent 3.



unless you've spent a lot of time sucking down your ship's reserves with the EMD gun.

The plasma cannon is a circle-strafers dream, meaning that one highly effective use of the plasma cannon is to circle around your opponent (using either the left and right strafing technique or even Descent's up and down strafe technique) while constantly firing at your opponent. While circle strafing is quite powerful in first-person shooters like Half-Life and Quake, it becomes more difficult to use in a game like Descent, where a fleeing player has many more options.

With such a fast fire rate (and damage potential to boot), the plasma cannon is perfect for the slower moving enemy bots in the single-player game (especially those with tougher shells) and the sluggish players in a multiplayer game. After dozens of nasty green balls are headed your way, you'd best get out of the way quickly, or your shields won't hold up for very long. Dodging a plasma cannon-wielding player is tough; if you've got some smart missiles or other powerful secondary weaponry, let him have it, then steal the plasma cannon from his broken ship.

EMD GUN

Damage: High

Firing rate: Fast

Max ammunition pyro-GL: 200 energy

Max ammunition phoenix: 200 energy

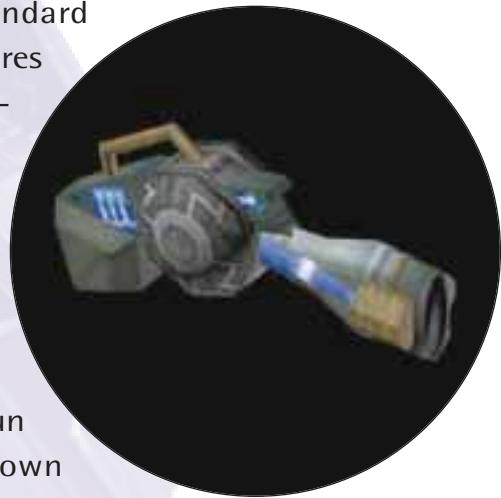
Max ammunition magnum: 200 energy

Ammo use rate: Very high

This electro-magnetic powerhouse does everything fast and hard—the EMD gun boasts some serious damage potential; it fires faster than nearly every weapon, but it sucks energy down like there's no

tomorrow. Along with a standard straight bolt, the EMD gun also fires out dozens of homing electromagnetic particles (or something that look like electromagnetic particles)—it's the perfect tool to eat up a room filled with enemy bots. And therein lies the primary use for this heavy-hitting weapon—don't waste the EMD gun and its propensity to suck down energy reserves on just one or two simple enemy bots. Wait until you've encountered a room full of baddies or have several tough guys chasing you. The EMD gun makes a great back-up-and-fire weapon. Once enemy bots are chasing you, turn the ship around and fly in reverse. With approaching bots in your sights, fire off the EMD gun and watch the electromagnetic particles do their magic.

For multiplayer games, some of the same principles apply, but not always. Energy is much easier to come by in multiplayer games; you usually won't run dry unless you've held down the fire button for extended period of time for no real reason than just to say, "Hey look! I can fire aimlessly for extended periods of time!" With that said, it isn't out of the question to use the EMD gun against a single human foe because frequently, a single human opponent is tougher to battle than five or six enemy bots. But again, a room full of human adversaries is still the most inviting use of the EMD gun. If you don't have an area effect missile (like the mega or black shark), the EMD gun should be the most effective tool in eliminating multiple opponents in a few single shots.



Don't hold down the EMD gun fire button for too long, or your energy will evaporate in seconds.

FUSION CANNON

Damage: Variable

Firing rate: Variable

Max ammunition pyro-GL: 200 energy

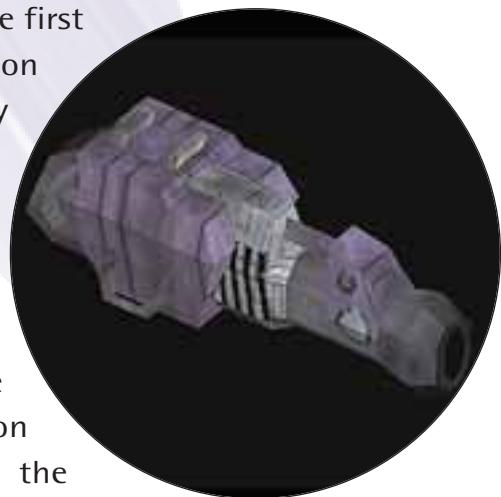
Max ammunition phoenix: 200 energy

Max ammunition magnum: 200 energy

Ammo use rate: Variable

Special: Magnum fires three fusion bolts.

Another oldie but goodie from the first Descent games, the fusion cannon is a specialist weapon; it's rarely the best choice for a given situation, but if you manage to get off a few shots, especially charged, you can wipe out an enemy bot or human player in no time. If you hold down the fire button with the fusion cannon selected, you'll begin to charge the energy bolt. The longer you hold down the button, the more powerful the fusion bolt will be. But, that power comes with several price tags. First, the longer you charge, the more energy reserve you'll use to power the bolt. Each bolt's size is the same, regardless of how long you charge. It's just as difficult to hit someone with a lightly charged bolt as it is with a heavily charged bolt. In other words, the cost of missing after you've charged up a heavy bolt can be extreme, especially if you're significantly depleted your energy reserves.



Hold down the fusion cannon fire button for a more powerful shot.



Another effect of charging the fusion cannon for an extended amount of time is that your ship starts to tremble under the extreme energy pressure of the held bolt. This causes an accuracy problem; lining up a good shot against an enemy bot or speedy human player becomes a major problem. Against stationary or slow targets, a charged fusion cannon is a beefy weapon; however, keep in mind that the enemy will have advance knowledge as the energy build-up of your fusion cannon is quite noisy. Another fun use of this purple weapon is to charge it up as an enemy is chasing you from the rear. Charge it up, then turn around quickly and fire the fusion bolts directly into the enemy's cockpit. Experiment in both the single and multiplayer games until you become comfortable with lining up shots with the fusion cannon. It's a powerful tool, but one that requires ample patience and practice to pull off.

OMEGA CANNON

Damage: Very high

Firing rate: Constant

Max ammunition pyro-GL: 200 energy

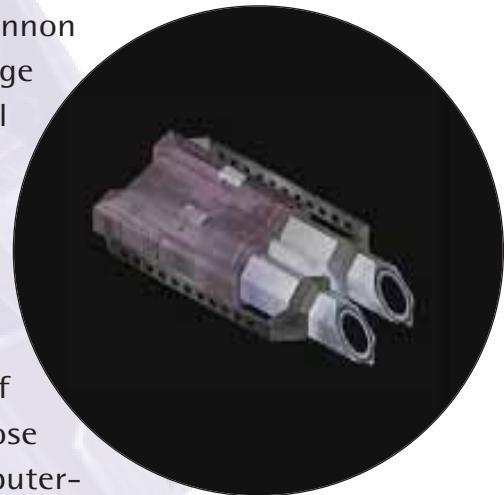
Max ammunition phoenix: 200 energy

Max ammunition magnum: 200 energy

Ammo use rate: Very high

This is the ultimate point-and-shoot weapon—but you've got to be pretty close to your target. Like the napalm cannon, the omega's range is relatively short; however, the trade-off is extreme, with the omega cannon draining enemy and human ship shields in a matter of seconds. One of the unique properties of the omega cannon is that as it sucks shield units off of enemy bots and human players, it adds these to your own reserves. Thus, the omega cannon is almost like a glorified (and really cool) energy-to-shield converter.

Though powerful, the omega cannon comes with risks. The close-range aspect ensures that the enemy will likely have some shots on you before you engage full bore with this weapon. If those shots are with powerful weapons, you might find yourself destroyed before the fun even starts. Still, if you can wiggle your way close enough to the enemy, be it computer-controlled or human, the omega cannon is a sure-fire way to annihilate any opponent in seconds and boost your own stability as well. Unlike some weapons mentioned previously, you should use the omega cannon against single foes before attempting to take out an entire room with one. Often in multiplayer games, if someone sees you using the omega cannon, he's going to do everything in his power to take you out—if anything, so he can gain the shield-sucking power.



Drain enemy shields and boost your own with the omega cannon.

SECONDARY WEAPONRY

The meat of your arsenal, the collection of secondary weapons you'll find throughout the game, will serve you well in destroying some of the tougher enemies. Cherish the more destructive missiles such as the mega and black shark; these missiles are rare and often only found in secret areas. Others, though, will be found all over. Don't hesitate to use them as often as possible.

CONCUSSION MISSILE

Damage effect: Single missile

Max payload pyro-GL: 15

Max payload phoenix: 12

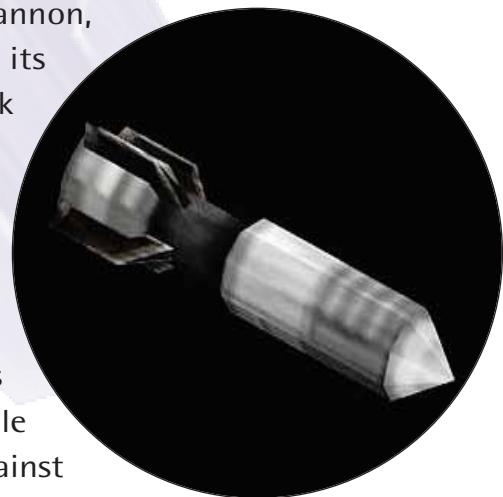
Max payload magnum: 20

Homing: No

Much like the standard laser cannon, the concussion missile serves its purpose, but don't expect the rack up the kills with this dumb-firing missile, especially in hectic multiplayer games. With only moderate damage, a slow firing speed, and no homing ability, the concussion missile requires precise aim and usually multiple hits to take out a target—even against some of the less-challenging enemy bots.

That isn't to say the concussion missile can't be of some use. In close-range battles, dishing out several into the face of the enemy can turn the battle to your side, even against a more powerful foe. In the single-player game, you'll find plenty of these floating around in the early levels of the game.

With a maximum payload of just 15, don't hesitate to use them to weaken enemy bots (though you'll frequently miss) before mopping up with the laser or super laser cannon. As the game progresses, concussion missiles become less and less effective, but if you've got a full payload, don't hesitate to use them in certain situations.



Though not too exciting, you'll be surprised how, in many situations, a well-placed concussion missile can be effective.

FRAG MISSILE

Damage effect: Single missile plus area effect

Max payload pyro-GL: 10

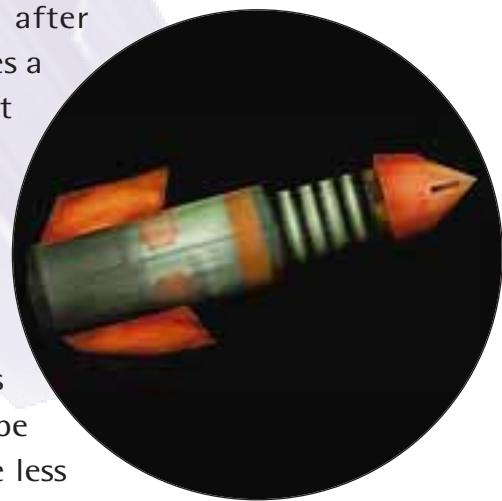
Max payload phoenix: 7

Max payload magnum: 20

Homing: No

Unleashing painful shrapnel after detonation, the frag missile creates a cloud of tiny, piercing shards that will weaken any ship that passes through it—including your own. This makes the frag missile somewhat unique. Though there is a missile component, the burning shrapnel typically dishes out more damage. Thus, it could be to your advantage to concentrate less on scoring a direct hit with the missile and instead, attempting to force the enemy bot or human player through the nasty, glowing cloud. So, aim your shot accordingly. If you spot the human player fleeing into a side tunnel, fire the missile so it detonates on the wall just in front of his flying ship. After the explosion, the player will have no choice but to fly through the shrapnel or turn around and face off against you—more than likely, an advantageous situation for you.

Keep in mind that the frag missile can hurt enemy bots, a human-controlled vessel, and even your own ship. If you fire the frag missile into a hallway, but the enemy ship gets away, don't follow the ship straight through the cloud of shards. You'll only damage your own ship. If you can make a path around the shrapnel, then by all means



Trap an enemy bot inside the powerful shrapnel of the frag missile.

go around, but don't fly straight into the cloud, or you'll regret the decision when another player or enemy bot takes you out easily because your ship has been damaged.

Other good uses of the frag missile are to wipe out camping players or fire around corners to clear out potentially dangerous areas. With the addition of the sniping mass driver, you can rest assured that several multiplayer opponents will be sitting back in a safe place with their zoom enhanced and their trigger firmly on the mass driver release button. Firing a frag missile so they become enveloped in the cloud of shrapnel is a good way to teach them a valuable lesson.

HOMING MISSILE

Damage effect: Single missile

Max payload pyro-GL: 15

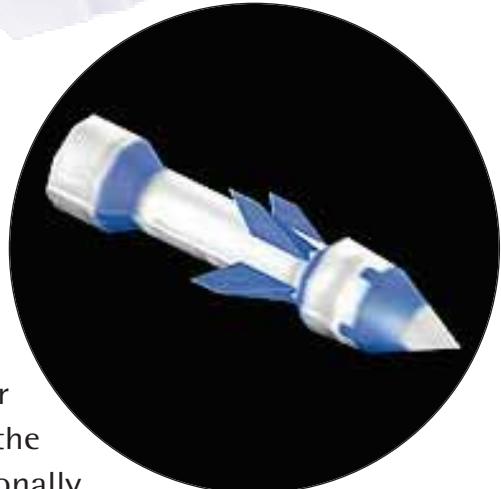
Max payload phoenix: 12

Max payload magnum: 20

Homing: Yes

A mainstay of the Descent games and a frequently used secondary weapon during multiplayer games, the homing missile works best in open rooms or unobstructed tunnels. Though the missile locks onto targets, occasionally, it can't maneuver around obstacles or around corners—though don't underestimate this missile's ability to keep a lock on a fleeing target.

Like the concussion missile, you'll find plenty of homing missiles in the early part of the single-player campaign. Don't hesitate to use a



Don't venture too far into enemy territory without a few homing missiles at your side.

few, especially if your maximum payload (15) has been reached. Firing off a few homers into a newly explored room teeming with enemy bots or human players is a good way to weaken their shields for the final kill. Knock them around with a few missiles, then target them with a primary weapon. A skilled player, though, will use chaff against the homing effect (for more on chaff, check out the countermeasures section). If you hear the sound of a missile lock, drop some chaff and get around a corner as quickly as possible. In tight rooms or rooms with several objects or obstacles, homing missiles aren't too difficult to evade.

GUIDED MISSILE

Damage effect: Single missile

Max payload pyro-GL: 15

Max payload phoenix: 10

Max payload magnum: 20

Homing: Player-controlled

In the single-player game, and in a lesser extent multiplayer games, think of the guided missile as a scout. If you've adjusted the settings so that you see the full viewpoint of the guided missile, you can fire one into a new room and get a glimpse of the enemies contained within. With this advanced knowledge of their position and type, you can figure out the best way to tackle the situation.

The same goes for multiplayer game, but with a few extra twists thrown in. A satisfying, and extremely amusing, way to kill your human



The guided missile is especially enjoyable in multiplayer games.



opponents is to fire a guided missile and control it through the winding corridors until you spot a human ship. Then, just head straight for the ship. After the player feels the jolt (and shield loss) of the guided missile, he'll wonder where exactly that thing came from. Though the blast power of the missile isn't very high, you'll be surprised how many kills you can get from sitting back in a dark corner and guiding this missile to its target.

Because the guided missile is constantly moving forward, it can be quite difficult to control. When you gain control, your look up, down, left, and right controls move the missile accordingly. Don't expect to make a sharp turn or a quick 180; if you hit a wall or obstruction, then the fun ends. Further, after flying around and not hitting anything for awhile, the guided missile eventually explodes.

IMPACT MORTAR

Damage effect: Blast radius

Max payload pyro-GL: 10

Max payload phoenix: 7

Max payload magnum: 15

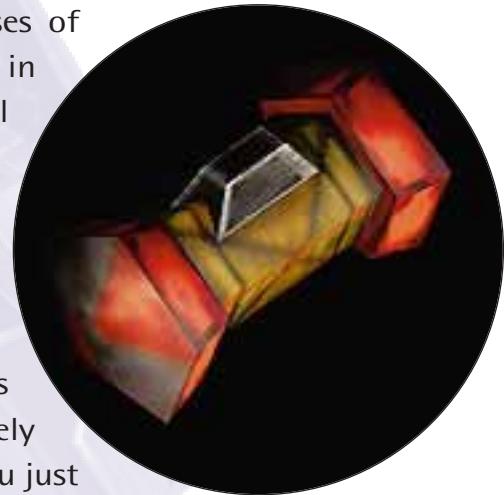
Homing: No

Of all the secondary weapons, gravity has the most effect on the impact mortar. Therefore, keep this weapon for tight corridors or situations where you overlook a smaller room below. Don't waste this on a large room where players or enemy bots can easily flee upward and away from the large blast radius. A solid strategy, especially in single-player games, is to scout ahead with a guided missile (such as into a tight tunnel or a cramped room). If you see a collection of bots inside, fire off the impact mortar from a distance. Wait out the fiery explosion, then head inside and continue your mission.

One of the most enjoyable uses of the impact mortar, especially in multiplayer games, is to wait until you are over a room filled with a few human players engaged in a vicious dogfight. Fly over the room, drop the impact mortar inside and get out of the area as fast as possible. As the players continue to fight it out, they'll likely not notice the bouncing bomb you just dropped to join them. After they both are caught inside the powerful blast radius, dive down and collect all their goodies.

Because the blast radius is both large and powerful, don't drop the impact mortar at close-range or without giving yourself a way out of the situation. Dropping off the mortar only to kill yourself as well serves no purpose and is just a complete waste of this powerful secondary tool.

Finally, the impact mortar doesn't detonate on impact when it hits a wall, so you can use the device to bounce around corners and objects. Further, the faster your ship is moving forward, the faster the impact mortar jettisons from your craft. So, if you need it to travel that extra distance before detonating, kick in the afterburner for just a moment, then release the mortar.



Use the impact mortar for groups of enemies, especially those huddled in a room below.

NAPALM ROCKET

Damage effect: Single missile plus fire

Max payload pyro-GL: 10

Max payload phoenix: 5

Max payload magnum: 15**Homing:** No

A speedy missile, the napalm rocket may not pack a whole lot of punch, but if you strike a direct hit against an enemy bot or human player, you'll have the added bonus of setting fire to the ship, which will further deplete the shield reserves. Plus, when a human player's ship is on fire, it's often much more difficult to keep controlled (mainly because the human player should be panicking about this time), making it a potentially easier target for the rest of your arsenal.

Creating a ball of fire on a wall, ceiling, or floor, the napalm rocket can also be used to fire in front or around the enemy or human player. In doing this, you're hoping that the player will pass through the blaze, catching the vessel on fire and making it an easier target. Though you'll lose the direct hit damage, it'll probably be easier to get some benefit from the missile.

Against a skilled napalm rocket player, you must watch out for the flames and dodge accordingly. Once you've caught fire, the GuideBot's fire extinguisher, if found in the single-player game, can quickly put out the blaze. Further, kick in those afterburners to get a boost of speed; the extra movement should assist in putting out the fires before they can cause significant damage.



**Set some
bots on fire with
the napalm rocket.**

SMART MISSILE

Damage effect: Single missile plus seekers

Max payload pyro-GL: 5

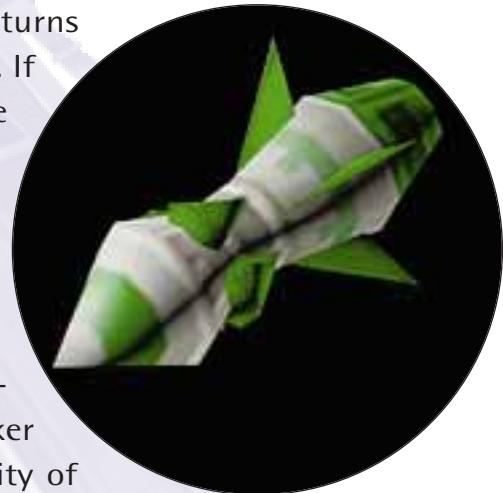
Max payload phoenix: 3

Max payload magnum: 8

Homing: Yes

Another popular armament returns from the previous Descent games. If used correctly, the smart missile can be a useful fire-and-forget weapon. After the initial, non-homing portion of the missile is destroyed, several plasma-based seeker shots emerge and head for any enemy bot or human-controlled ship. Though the seeker shots don't quite have the tenacity of the homing missile, their power to destroy an enemy ship is immense. If you get caught in a bad position, the smart missile will mean certain doom.

Hitting an enemy bot or human directly can be devastating, especially if the plasma-seekers emerge and strike the target immediately. But, direct shots are tough, especially with a nonhoming missile. Thus, it's equally as effective to line up good angles against walls and objects so that the seekers have a good line to the enemy craft. Try to use the smart missile when inside a large room (with a tough escape route) or a tight tunnel. Fire the missile right behind the player, and the seekers should catch up in no time. Again, like other homing devices, the chaff countermeasure is a good evasive tool. If you hear those missile locks, drop some chaffs, spin around, head around corners and through doors, and you might just get away in time.



A returning favorite from the other Descent games, the smart missile works wonders around corners and hard to reach places.

CYCLONE MISSILE

Damage effect: Multiple missiles

Max payload pyro-GL: 10

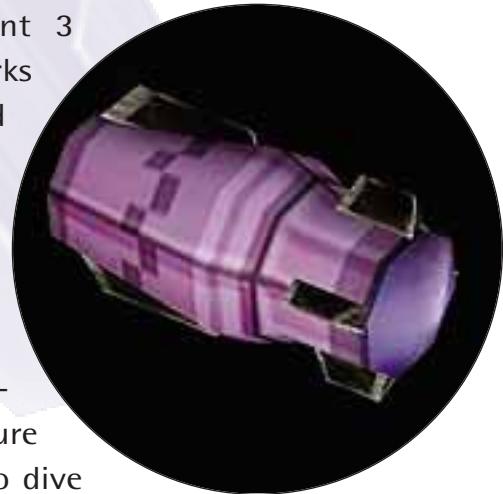
Max payload phoenix: 7

Max payload magnum: 15

Homing: Yes

A new addition to the Descent 3 arsenal, the cyclone missile works somewhat like a missile-oriented smart missile. First, though, the initial shot is a homing missile; second, six different mini-missiles emerge from the original to cause even more heartache for a fleeing opponent. If used effectively and in rooms that feature very few obstacles and corners to dive around, the cyclone missile should be enough to wipe out any human player and nearly every enemy bot.

If the smart missile is an effective fire-and-forget weapon, the cyclone missile is even more so. With both heat-seeking and multiple-impact abilities, grab as many as you can in multiplayer games, and you'll find your kill count skyrocketing. The six mini-missiles make the cyclone a fun weapon to use when approaching a battle between several human opponents. Fire the missile inside and watch the destruction from afar. Unlike the smart missile, don't waste the shots onto the wall or other objects; the cyclone is heat-seeking, and you'll want the extra damage from the original shot.



Send multiple homing projectiles at the enemy with the cyclone missile.

MEGA MISSILE

Damage effect: Blast radius

Max payload pyro-GL: 3

Max payload phoenix: 2

Max payload magnum: 5

Homing: Yes

The granddaddy of all missile weapons in the first two Descent games, the mega missile returns and is still as devastating. One of the most hair-raising moments during deathmatch games of the original two Descent games was hearing the distinctive clunk of someone firing the mega missile into the area where you were currently flying.

The huge blast power and radius of the mega usually meant you were completely annihilated within seconds. Couple that with the fact that the mega can lock onto your position, and you've got a mean missile that doesn't take much skill to use.

Like most of the powerful weapons and missiles in Descent 3, hold onto the mega missile until you come across a room full of enemy bots or human players. Unleash the power of the mega into the room and watch everything inside turn to rubble. Keeping ahead in Descent 3 multiplayer games is often the result of scoring multiple kills with little effort—the mega plays a huge part in that role. Like most missiles, don't be around when this thing blows and certainly don't fire it into a wall or at close range. The blast radius of the mega missile doesn't distinguish between friend and foe; if you're stuck in its blast, you're going down with it.



They don't call this the mega missile for nothing.

BLACK SHARK MISSILE

Damage effect: Blast radius

Max payload pyro-GL: 2

Max payload phoenix: 1

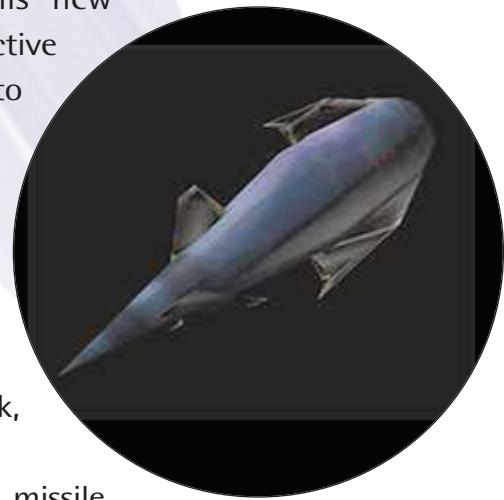
Max payload magnum: 5

Homing: Yes

Though the mega missile was the bad boy in the previous two Descent games, there is, as they sometimes say, a new kid in town. Forget the power of the mega missile, this new creation carries tremendous destructive power, though it is a little trickier to use than its powerful cousin. Upon detonation, the black shark missile creates a vortex, or "infinite abyss" that sucks in everything in its vicinity. Objects, ammunition, ships—you name it—and it'll be sucked in by the black shark, including your own vessel.

Firing this insanely destructive missile (which has a major kickback, by the way) into a crowded room will surely mean the death of several enemy bots or human craft. Plus, all ammunition (nearby) gets sucked into the vortex. After the infinite abyss has disappeared, you'll have a neatly organized stack of weaponry and ammo waiting for you. As with the mega missile, don't fire the black shark at close range; you'll certainly get sucked in as well. Keep your distance and kill those enemies from afar.

Finally, this missile is rare; don't waste it. If you don't kill something (actually, somethings) after firing the black shark, you've completely wasted its immense power.



Fast and ultra-deadly, stay way back when the black shark missile detonates.

COUNTERMEASURES

Mines aren't especially interesting in the single-player game, but can sure be a delight to use against fellow human players in a heated multiplayer game. A well-placed gunboy, seeker mine, or proximity mine can provide the edge to overtake your fellow Descent pilots in a long deathmatch.

GUNBOY

Acting like a laser-equipped pal, the gunboy is a stationary mine that can be dropped into any room or situation; the gunboy will assist your efforts by firing at enemy bots or human players, with or without you around. In large firefights with enemy bots or players, unleash a gunboy to provide assistance, though he'll most likely only be a distraction. However, usually any help is welcome, especially against skilled human foes.

In multiplayer games, hide the gunboy in frequently visited areas or deep in a corner of the room so it remains undetected until a human player has entered the area, perhaps to collect the goodie that sometimes respawns. Nothing's much more humiliating then being killed by another player's gunboy (expect plenty of ridiculing and laughing).

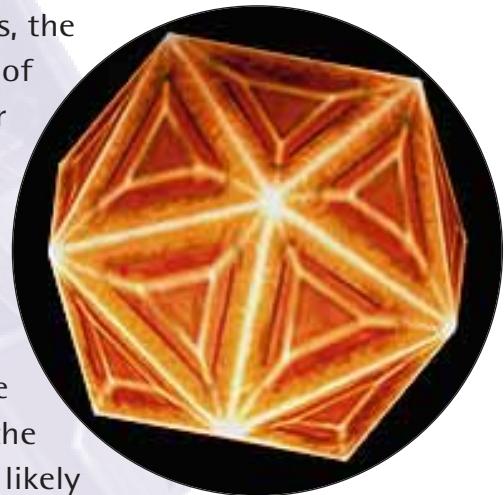


**Drop off
some gunboys
to assist you in
large room
firefights.**

BOUNCING BETTY

Mines that bounce unpredictably are tough to fight against, especially when they are headed straight for your own ship. More

effective in tight rooms or tunnels, the bouncing Betty causes plenty of confusion and panic as the player tries to figure out a way to avoid the unpredictable bouncing. A good way to catch your human opponent off guard is to turn around and drop some at a player chasing you. Likely, there won't be much time to avoid the troublesome mines, and you'll likely score a satisfying kill. Drop the bouncing Betties into filled rooms and watch the occupied human players yell and moan as the Betties take them down.



Drop some bouncing Betties at an unsuspecting foe.

SEEKER MINE

Like the gunboy, it's fun to set these seeker mines up in frequently traveled areas. For instance, place one right above a door where players usually move through. As the player flies through, unsuspecting, the seeker mine above the door will lock onto the exhaust and head straight for the player's destruction. Use them in a similar fashion around the level, placing the seeker mines in or around corners. Even sit by and wait for the fun; as the seeker locks onto the target, he'll likely be so disoriented you can take him out with any number of primary or secondary weapons.



Dump these seeker mines, then forget about them. Before you know it, they'll have racked up some kills for you.

PROXIMITY MINE

Your standard proximity m can be placed as a countermeasure in areas where you believe players will pass close by. When this mine detects nearby movement, it detonates—destroying your own ship as well, so be careful. Like the seeker mine, drop the proximity mine around corners or above doorways, and you'll inflict some pain on unsuspecting foes.



Don't get too close to a proximity mine.

CHAFF

The best tool against missile locks (the other is flying fast or flying fast around corners), the chaff releases a puff of shrapnel that confuses the heat-seeking or homing missile. While not foolproof, the chaff will often work, so don't hesitate to use it during multiplayer games where the heat-seekers and homing missiles will be unleashed with reckless abandon.



Use chaff to evade homing missiles.

CHAPTER THREE

general ship tactics





Some players say it's the weapons that do all the destruction in Descent, but other equally skilled pilots claim it's agility and quick thinking that provides the destruction opportunities. Either way, one thing is for certain: to defeat the hordes of enemy bots you'll face in the single-player game, you must know how to get your ship around effectively, especially in combat. Read on to discover helpful tips and techniques for getting the most out of your ship's maneuverability and weaponry.

BOBBING AND WEAVING

When dog fighting against enemy bots or more challenging human opponents, you must master the art of strafing, often both left, right, up, and down, if you are to survive for very long. Against computer-controlled bots, the art isn't that difficult. As laser and other bolts come at your ship, calmly strafe side to side while maintaining a lock on the enemy; keep your weapon pointed straight at your foe while you dodge the oncoming fire. In no time, you'll be bobbing and weaving against even the most experienced pilots as you rack up the kill scores.

In addition to bobbing and weaving, employ the fine art of backing-up. Against the speedy (and often too close for comfort enemy bots), punching the reverse key and letting loose with primary and secondary weaponry can mean the difference between fending off an aggressive attack and becoming little ship particles. It works against human opponents, too, especially those that aren't expecting you to reverse direction and unload tons of firepower.

CIRCLE-STRAFING

A highly effective maneuver in first-person shooters is to circle around your opponent using the strafe keys, while maintaining a



visual lock on your foe. That way, your opponent remains relatively stationary (and, thus, easy to hit), while you're becoming a more difficult target. In Descent, because you have more freedom of movement (the strafe up and down, for instance), the art of circle strafing isn't quite as refined and is more difficult to use. But, the basic principle remains the same—keep moving, make yourself more difficult to hit, and use every means to make your opponent a more vulnerable target.

DON'T UNDERESTIMATE THE AFTERBURNER

If you need a quick burst of speed to get out of a tense situation (or hope to evade some nasty heat-seeking missiles), the afterburner is just what the Descent pilot ordered. Don't forget about this useful tool in both offense and defensive situations. Map the afterburner to an easily accessible key; then, when the time arises, you'll have little trouble instantly punching your ship into overdrive.

To avoid missiles, activate the afterburner and turn sharply around a corner—multiple corners if possible. If you execute this maneuver sharply and quickly, the missile should strike the wall or other obstruction. Further, some bots enjoy fighting at extremely close quarters, and several are quicker than your ship is in standard flight. Often, the afterburner is the only way to successfully avoid these pesky bots and come away unscathed.

To use this tactic offensively, zoom past an enemy bot or player with the afterburner, then quickly turn in its (or his) direction. In the split second it takes for the bot or player to adjust, you should have time to get off a missile or some nasty bursts from a high-powered primary weapon.

BEST WEAPON FOR THE JOB

Ammo for certain weapons (such as the napalm cannon or some of the deadlier secondary weapons like the mega missile) is very rare. Therefore, don't waste a powerful weapon when a lesser one can accomplish the job just as well. For instance, a little gyro bot is giving you fits. Still; he's not that powerful and can be taken out with the simplest of weapons. Don't lose patience and waste a powerful missile on something that can be destroyed by the measly laser cannon. Keep those bad boys stocked and ready to fire; you never know when a level will contain a tough bot or a room full of nasties.

LEAVE YOURSELF AN OUT

One problem new Descent players get themselves into is not leaving themselves an out. For example, they fly into a room without a care in the world, forgetting where exactly the door is in relation to the rest of the room and not looking inside to investigate what exactly waits inside. Take your time when entering new areas and certainly take a few moments to adjust ship orientation and understand exactly how to get out of a situation if it turns tense.

The same holds true for multiplayer games. Sometimes it isn't always intelligent to pop into a room when you don't have the weaponry to compete with the players contained inside. Know your way out of any given situation, so you can kick in the afterburner and flee at a moment's notice. Keep in mind, this isn't for every situation. You won't rack up much of a kill score if you're constantly running from every fight. Fight intelligently, though; if you only have a simple laser cannon, you won't last long against ships equipped with plasma cannons, omega cannons, and the like.

DON'T GET BLINDSIDED

Because enemy bots and human-controlled ships can emerge from all corners of the map, you must make it a priority to keep an eye on all corners of the map and around your vulnerable ship. Tunnels can open and exit anywhere on the map. Often, you might be positioned right under an opening, and you don't even know it. Take the time to examine your surroundings, and you'll find you won't be surprised as often.

Another good trick is to always keep the rear view window open. While it's sometimes difficult to tell what's going on in that little window, you can detect anyone firing primary or secondary weapons at you from behind. With a bit of warning, you can adjust your heading or technique accordingly. Is someone following you who isn't aware you know what's going on? Drop a few proximity mines or bouncing Betties into the front of his craft.

You're especially vulnerable when in mass driver zoom mode as well as guided missile control mode. Without the ability to see peripherally or, in the case of guided missile control mode, what's going on around you, anyone can sneak up on you and let you have it with some quick bursts of the vauss cannon. Don't take anything for granted, especially if you want to live for extended periods of time in multiplayer games.

DESTROY OBJECTS TO UNCOVER GOODS

Around each single-player map, you'll find dozens of barrels, boxes, and other debris just waiting to be destroyed. Particularly if you need energy or shield units, fire some simple lasers at the objects to destroy them. Occasionally, you'll uncover energy and shield power-ups from the boxes or barrels. Because they explode, however, don't



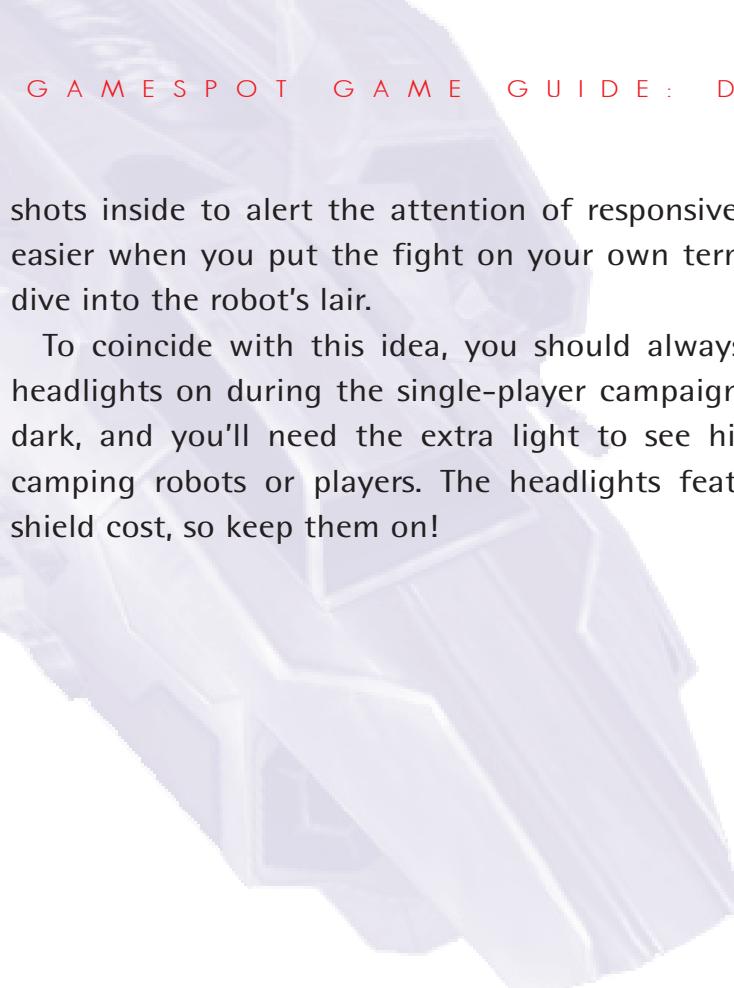
situate yourself too close when you fire off a few rounds. And, since these are harmless boxes, don't waste useful ammo or missiles blowing apart a nonthreatening piece of metal.

Sometimes you'll run across boxes or barrels that have other special properties. For instance, a reddish box blows up much like a frag missile. Get too close to that fiery explosion, and you'll find your shield units diminishing rapidly. Also, a yellow-topped barrel contains napalm and will cause fire when it explodes. Sometimes, you'll discover these planted above rooms or ledges. Use the barrel to your advantage. If several enemy bots are scampering below, blow apart the barrel and release the destructive napalm (it falls according to gravity). If any bots are floating around underneath, they could be lit up quickly. Also, lure bots next to barrels or explosive boxes and use them to your advantage. It's a tough technique to pull off on a regular basis, but it's one that could turn the tide in a battle where you're clearly overmatched.

Frequently, when you destroy an enemy bot, you'll find shield or energy power-ups floating in the debris. Don't overlook them; grab them if you need them. You can't take unused shield or energy power-ups with you to the next level unless you snag them! But, because you can only hold 200 units of each, don't necessarily grab a power-up if you are sitting on 198. Wait until you fire off some shots or take a few hits, then return to the area and grab the goodie.

PROCEED WITH CAUTION

In the single-player game, bots are often positioned to hop out of dark corridors, above doors, or from behind boxes and crates. Don't charge into the middle of a big room only to be surrounded by several angry bots. Open a door, proceed slowly inside, and move your viewpoint in all directions. Perhaps even fire a few warning



shots inside to alert the attention of responsive robots. It's much easier when you put the fight on your own terms than when you dive into the robot's lair.

To coincide with this idea, you should always keep your ship's headlights on during the single-player campaign. Many places are dark, and you'll need the extra light to see hidden tunnels and camping robots or players. The headlights feature no energy or shield cost, so keep them on!

CHAPTER FOUR

enemy robots



Through Descent 3's engaging single-player campaign, the player faces off against dozens of different bots, each with a distinct attack style and personality. Some, like the flame gyro or sickle prefer charging the player and attacking from close range. Others, though, like the orbot or six guns, keep their distance, using their weapons and agile movement to overtake a more sluggish player. In this chapter, you'll get the names and statistics of Descent 3's most challenging enemies as well as the specific strategies employed to destroy them.

GYRO, FLAME GYRO

Codename: RAS-1, RAS-1F

Family: Security

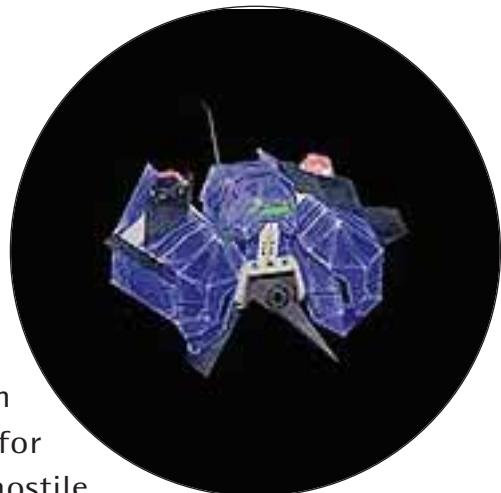
Type: Flyer

Difficulty: Low

Class: Light

Official description: "An all-purpose, low-level security drone, the RAS-1 proves a minimal threat to any adversary. Originally designed to be an unarmed scout, the RAS-1 was fitted with a gattling laser cannon and enhanced sensor-array for possible confrontation with hostile forces."

Maintaining security on numerous levels, the gyro usually isn't more than simple robot fodder for the player's powerful weapons. Still,



Although it's sort of cute, don't take too long in destroying the flashy gyro.



the gyro has a way of sneaking in shots especially when accompanied by other bots such as the orbot or stinger. In a one-on-one fight, you shouldn't have any trouble dispatching this security robot; in fact, the gyro acts timid when alone and might be found cowering behind a column or stash of crates. A few strafing moves and a few blasts from even the simple laser cannon is enough to take the gyro out.

The flame gyro, on the other hand, is nearly the exact opposite. Fiercely aggressive, the flame gyro poses a great threat from the first instance it's encountered. Fast moving and packing some serious destructive power, the flame gyro wastes no time in flying as close as possible to your ship and unleashing its steady stream of napalm. Keeping your distance against this insanely aggressive bot is difficult; however, he's not very durable. Your best defense is heat-seeking missiles or perhaps even a concussion missile, if you have a good line of sight against the oncoming robot.

TUBBS

Codename: RAS-2

Family: Security

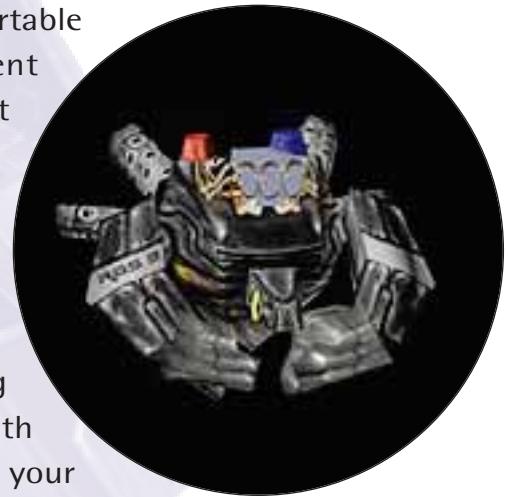
Type: Flyer

Difficulty: Moderate

Class: Medium

Official description: "Designed initially as a kinder, gentler means of crowd control, the RAS-2 was one of the first security drones to be stripped of its missile capabilities, and fitted with the means to guide and correct dissidents with brute force. Using AI chipsets designed by the lowest bidder, the RAS-2 models have become quite fond of 'correcting' individuals, and give new meaning to the phrase 'police brutality' coined centuries ago."

Players who aren't quite as comfortable with the complex movement required for Descent 3 could get into trouble against the highly aggressive tubbs. When a tubbs is charging your ship, you best start heading in reverse. A tubbs can catch a ship heading at normal speed and won't take long to pummel it into submission with its huge arms. If a tubbs reaches your ship, you must afterburn your way off of its brutish body, or it will continue to punch your ship around. Keep flying backward against the tubbs and eliminate him with a mix of missiles and lasers. For your effort, usually the tubbs spews lots of shield and energy power-ups.



The muscleman of the Descent robots, tubbs will punch your lights out if you let it get too close.

SICKLE, RAZOR

Codename: SK-1, SK-2

Family: Security

Type: Flyer

Difficulty: Low

Class: Medium

Official description: "The SK-1 was supposedly designed as an early prototype to automated riot control drones. However, many secret-meetings and lawsuits later, the design was recalled and deemed too hazardous for deployment with human personnel. Unable to enter the market as a PTMC product, it was modified and utilized for tertiary security duty in hazardous facilities. Known as the 'Reaper'



Sickles enjoy getting right up close and spinning like mad, destroying your ship's shields and hull.

among PTMC mine workers, the SK-1's faulty pressure sensors resulted in many accidental dismemberings."

Like the tubbs, the sickle enjoys heading straight for the player's ship and knocking it around with its vicious melee attacks. Don't let a sickle (or the orange variety, the razor) get too close, or you'll be in for a tough time when attempting to escape. The sickle's tail attack damages the ship's afterburner reserves, making it even more difficult to escape. Keep the sickle away from you and take it out from a distance with long-range weaponry and missiles. Usually, the sickles are found in groups, which makes them an even tougher adversary.

ORBOT

Codename: O-2

Family: Security

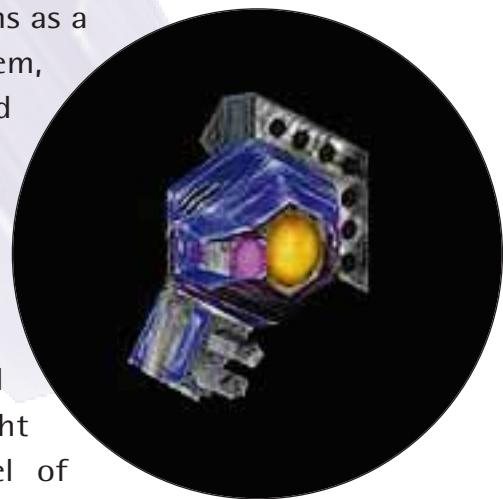
Type: Flyer

Difficulty: Moderate

Class: Light

Official description: "With origins as a remote-piloted surveillance system, the O-2 has since been outfitted with a hefty arsenal. With thrusters over-clocked to assist with its new payload, the O-2 has become a challenging opponent due to his speed, weaponry and size. The O-2 model has elevated the status of Light Security Drones to a new level of functionality. Unfortunately, the faulty thermal insulation of the O-2 has made it very susceptible to heat-based weapons."

Though it's small and agile, the cute orbot shouldn't prove much of a threat to even the novice Descent player. The orbot's speed lets it dodge your shots with ease, but it's no marksman either. With no close-range weaponry, the orbot typically keeps its distance, choosing open areas with ample space to move around in to get off decent shots at the player while maintaining its speed and movement advantage. But, the orbot only takes about one or two laser shots to take down. Mixed with other bots, the orbot could prove a nuisance, but when alone, you shouldn't have much trouble.



Speedy and hard to catch, the orbot isn't especially tough—just a nuisance.

HUNTER

Codename: SPT-99

Family: Security

Type: Flyer

Difficulty: High

Class: Light

Official description: "Designed to be the ultimate all-purpose automated security drone, the SPT-99 can not only transmit a variety of data to security centers, but it is armed with the means to dispatch intruders should reinforcements be unavailable. Given the highly classified nature of this robot, an automatic Self-Destruct mechanism has been employed to prevent recovery of the technology by unfriendly forces."

Small and somewhat resembling the orbot, the hunter provides an additional challenge when squaring off against the player. Firing a microwave burst, the hunter typically tries to incapacitate the player, so it can move in close and activate its self-destruct sequence (especially if it's been damaged). With a blast the equivalent to a frag missile, the hunter can be a special annoyance when accompanied by other bots who tend to distract you while the hunter does his dirty work. Rid the area of this bot as soon as you get a sight on it—you'll thank yourself later. Because it moves much like the orbot, fight it in a similar manner, keeping your distance and even using a homing missile or two to get the pesky thing out of the way as soon as possible.

STINGER, CED STINGER

Codename: RAS-3, RAS-3Z

Family: Security

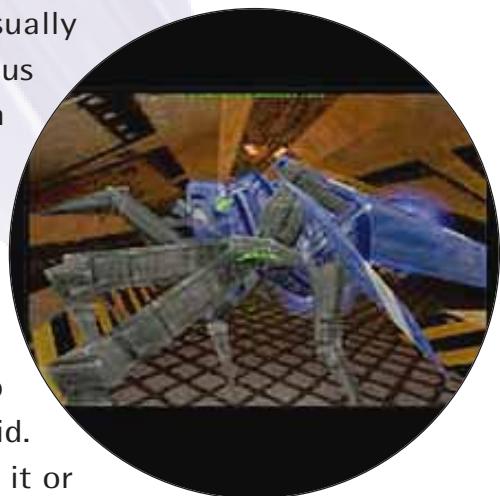
Type: Flyer

Difficulty: High

Class: Heavy

Official description: "The RAS-3 marks the point where security meets military in terms of design and functionality. Build as a multi-role police droid, the RAS-3 has been modified to handle police, military and special operations such as SWAT missions. The only known glitch in this masterful design is in its IFF recognition system. Unfortunately, the RAS-3 cannot always distinguish between friend and foe, and has been known to be devastatingly aggressive in friendly-fire accidents."

Carrying powerful missiles (usually homing), it can be quite dangerous tackling the stinger from a distance. As you sit back and try to get off every possible shot you can, the stinger churns out the missiles and fires while dodging your shots. Thus, you must use other techniques to destroy this powerful security droid. Make every effort to sneak up on it or get in close range of the stinger; at close-range, he'll still be nearly as deadly, but you can also take him out much faster with weapons like the vauss or even the laser cannon. Because it frequently makes appearances with other security bots like the gyro and orbot, deal with the stinger first—it's usually the most deadly of the bunch.



Firing loads of homing missiles, the stinger provides quite a challenge.

MANTA

Codename: M-1

Family: Military

Type: Flyer

Difficulty: Moderate

Class: Medium

Official description: "The M-1 is an all-purpose heavy bomber designed to annihilate enemy forces near the ground with powerful explosives. Given its vulnerability due to its speed and maneuverability, the M-1 employs a special electro-magnetic device to repel its enemies."



Thin and difficult to destroy, the manta resembles, of course, a manta ray.



The manta is long and thin, making it difficult to hit in dogfights; but this same structure poses problems for its own combat abilities. Boasting an electromagnetic shield device, the manta shouldn't be tackled at close range, as you'll likely be zapped and shocked by the shield. Instead, keep your distance and use laser-based weaponry (primary weapons like the vauss and mass driver don't work as well against that electromagnetic shield). Though they usually fly in groups, you shouldn't have much trouble eliminating a force of mantas.

STORMTROOPER (FLAME, OMEGA, LEAD)

Codename: BDC-100, BDC-200, BDC-300X

Family: Military

Type: Flyer

Difficulty: High

Class: Medium

Official description: "Developed exclusively for the CED, the BDC-100s are always the Marines of any operation: first to fight, last to leave."

Carrying heavy weaponry (the red flame stormtrooper carries the napalm cannon, the green omega stormtrooper carries the omega cannon, and the white lead stormtrooper carries the vauss cannon) and enough strafing skills to dodge primary weaponry, the stormtroopers provide a substantial challenge, especially when faced in large numbers. Because you're likely to find them in numbers, you should make every attempt to lure them into an advantageous position, such as through a tunnel choke point or through a door. If you spot a red or green stormtrooper, you should realize they are carrying the napalm and omega cannon respectively—

thus, stay at long range and pummel from a distance with primary or secondary weaponry. If you're a good shot, you should make an effort to go after the stormtroopers most vulnerable area—its head.

SHARC

Codename: KB-50

Family: Military

Type: Flyer

Difficulty: Low

Class: Light

Official description: "Designed to be a self-sufficient guard-dog, the KB-50s are proficient at keeping perimeters secure from enemy trespass. Unfortunately, the KB-50 has a flaw in its disposition detector, and can classify non-aggressive entities as non-threats, which makes it susceptible to trickery and stealth."

Resembling a vicious shark (or, if you look at it a certain way, a not-so-vicious dolphin), the sleek and speedy sharcs pose a greater threat in numbers. With no long-range attack, the sharcs depend on the player's lack of movement and speed to create a good opportunity to charge and use its bite attack. Against one or two sharcs, most players shouldn't have too much trouble, though the sharcs are perhaps one of the best bots at dodging primary weapons fire. In numbers, though, you best find a safe spot and keep backing up; if sharcs surround your ship, it won't be long before your shields have been knocked to nothing and your ship destroyed.



One of the toughest bots you'll face in Descent 3 is the troublesome stormtrooper.



Moving like an aggressive fish, you'll find the sharc quite an adversary.

HOOD

Codename: MF-8

Family: Military

Type: Flyer

Difficulty: High

Class: Heavy

Official description: "The MF-8 was developed as an off-world heavy attack unit, primarily for assaults and territorial takeovers of hostile planets. It is usually grouped with bombers and small harassing units as well. Developed with the new pulsed-burn

Afterburner, the MF-8 can accelerate using a rapid series of explosions. This new technology is what enables it to reach speeds over and above the Starhawk Afterburner when operated for long periods of time."

Sleek and fast, the hood, if you choose to engage it, could be your toughest dogfight yet—if you choose to engage it. With ample firepower and agility to match, your best bet is to avoid the hood if all possible. If not, use structures and obstacles to your advantage, so you can gain a first shot on the speedy hood. Use your ship's afterburner and circle-strafing abilities to get around and confuse the enemy flyer. Because the hood uses chaff, you'll have trouble destroying it with heat-seeking missiles.

SQUID, CED SQUID

Codename: SQ-90, SQ-98

Family: Industrial

Type: Flyer

Difficulty: Low

Class: Medium

Official description: "Designed for moving heavy equipment and management of electrical cabling installation. SQ-90s were deployed to lay communications and power lines throughout PTMC mining facilities, and are commonly used wherever power-outages occur."

A frequent inhabitant of the Descent 3 levels, the squid doesn't do much. Usually armed with plasma bolts or red lasers, the squid is a somewhat



A frequent inhabitant of Descent 3 levels, the squid's speed and firepower pose quite a problem.

large target that can occasionally dodge your shots, but won't be your toughest adversary. Tougher in numbers (mainly because they fire so rapidly), don't try to tackle squids at close range. Because they fire so quickly, a few successive hits, and your ship could be severely damaged. Instead, maintain your distance, giving yourself plenty of room to dodge the laser and plasma fire. Meanwhile, circle strafe and keep your sites on the floating bot, using a mixture of simple missiles and primary weaponry to eliminate the slow-moving squid.

TAILBOT

Codename: RR-47

Family: Industrial

Type: Flyer

Difficulty: Moderate

Class: Medium

Official description: "Designed to be the 'Rosie the Riveter' of industrial fliers, the RR-47 is just that. Given the amount of recoiling that the RR-47s arms do, they are usually getting weak and rather susceptible to breakdown after a few months of active service. Rather than simply stock replacement parts for these droids, PTMC went to the expense of testing some new regenerative procedural Virus on this bot."

Although the tailbot isn't especially fast, it has a way of sneaking up on you, especially in numbers,



With heavy armament, the tailbot can turn your ship to dust particles in no time.

where the tailbot is most dangerous. In higher levels, you'll find this beast equipped with a modified EMD gun, a weapon that can annihilate your shields in no time. In the final level, the tailbot is equipped with an insanely fast concussion missile launcher. Either way, the tailbot is a formidable adversary. The tailbot also doesn't seem to enjoy long-range combat, choosing instead to get as close as possible before unleashing its twin weapons on your smaller ship. Make every attempt to prevent this from happening. Plus, use your rear view, so you have some warning against a tailbot attempting to sneak up, well, on your tail.

SPARKY

Codename: ARC-12

Family: Industrial

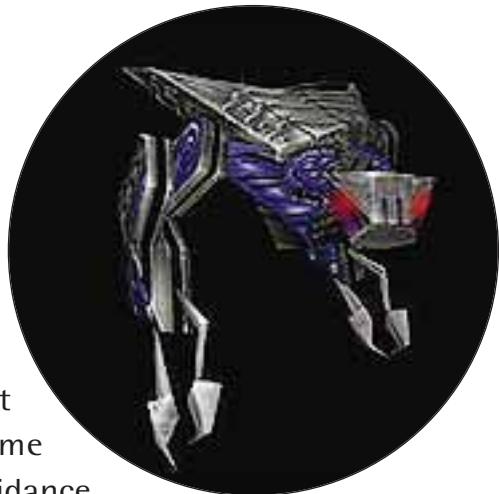
Type: Flyer

Difficulty: High

Class: Medium

Official description: "A welder robot used for general purpose maintenance and salvage operations, the ARC-12 is actually motivated by productivity, and has a tendency to keep working when there is nothing left to do. ARC-12s have had some reported difficulty with their guidance systems which has been known to cause massive system failures."

Similar to the tubbs or sickle, the sparky bot prefers close-quarters combat in which it turns



**Don't let
this sparky
maniac get too
close to your
vessel.**

on its huge electroweapon and proceeds to ignite your ship in a bath of electricity—not something you want to happen, I assure you. Fortunately, though, the sparky is large and, for the most part, sluggish, making it an easy target for your agile ship and heat-seeking weaponry. Like the tailbot, the sparky attempts to sneak up or get behind your craft. Don't let that happen, and the sparky shouldn't provide much of a challenge. Keep it at long range and fend it off with lasers or missiles.

OLD SCRATCH

Codename: OS-114

Family: Industrial

Type: Flyer

Difficulty: Moderate

Class: Medium

Official description: "Developed as an early excavation robot to help clear newly bored mine shafts of loose rock, the OS-114 has outlived its designers, and is one of the oldest robots still employed by PTMC's mining operations."

An intimidating-looking beast, the old scratch prefers the confusion of close-quarters battling than keeping its distance. With no long-range abilities, the old scratch makes every effort to get as close as possible to the player's ship, then swipes and attacks with its long, dangly claws. Further, and here's the real



If the old scratch rubs up against your ship, you'll likely lose some equipment.

problem, the old scratch can pull weapons, missiles, shields, and energy right out of your ship. So, not only are you suffering damage, you're also losing weapons. If you're surrounded by several old scratches, don't worry about the weapons you're losing (you can regain them momentarily); instead, concentrate on just getting out of that tense situation before the old scratches pummel you to death. Keep them at bay, using your reverse controls or afterburner and knock them out with laser or missile fire.

THRESHER

Codename: SH-1100

Family: Industrial

Type: Flyer

Difficulty: High

Class: Heavy

Official description: "The SH-1100 is an older model excavation drone, which is hearty enough to have survived where many models of earlier design have failed."

Large, sluggish, and typically firing off slow shots (in one instance, fusion bolts), the thresher can dish out damage, but not if you keep moving, dodging, and weaving. Like all bots, you shouldn't sit still when fighting the large thresher; however, it can lead your ship with its laser fire, so don't strafe blindly. Circle strafing works well because it's so slow. Keep your distance and take him out before it gains an advantage by scoring a few hits.



Slow moving, the thresher isn't a tough bot to take out.

THIEF

Codename: G7-11

Family: Industrial special

Type: Flyer

Difficulty: High

Class: Medium

Official description: "This bot was originally designed as a rubble removal droid for general mining labor, but as a result of the viral infection he now tries to stockpile components for use by other infected robots."

An annoyance to the utmost degree, the pesky thief bot enjoys entering an already crowded dogfight and ramming the player's ship, jolting loose a powerful weapon (typically, the one the player has currently armed) and running off with it. Not exactly the thing you want to have happen during a tough battle. Pay attention to the messages relayed on the top of the screen; here you'll find out exactly what the thief stole in case you were mugged. If it didn't take something you find extremely important (for instance, a concussion missile), you might just continue on. But, if it grabbed your precious plasma cannon, you must chase down the thief and show it who's boss. He's quick, agile, and won't stick around long after acquiring a piece of your arsenal. Chase him down and fire some heat seeker or other missiles after it before it has a chance to get too far away. Still, the thief's likely return for additional loot, so if it does get away, just keep an eye out for its return.



The thief bot just loves to steal your equipment.

PEST

Codename: PB-5

Family: Industrial

Type: Walker

Difficulty: Low

Class: Light

Official description: "This bot is considered to be a 'pest' robot, found in cluttered areas. It was built to pick up garbage and destroy it with the 'disintegration spike' on its tail. The only problem with this model is what it does when there is no more trash to destroy."

Flat and hugging walls, floors, or ceilings, the pest doesn't provide much of a target, making it one of the more difficult bots to hit. Still, he's pretty weak, so if you can get off a series of primary weapon shots, he won't last for too long. Try to get rid of these bots as soon as possible; they fire off a lot of laser rounds, and the longer you keep them around, the more chance they have of scoring blows on your ship. If you're having trouble defeating them because of their thin nature, fly above them. From above, the pest provides a wide target, one that should pose little problem for your superior firepower.



Scurrying across the floors, walls, and ceilings, the pest's firepower is impressive and, sometimes, overwhelming.

SIX GUNS

Codename: 6-G6

Family: Industrial

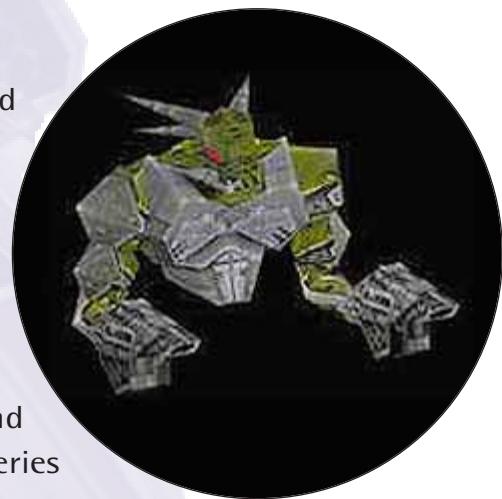
Type: Flyer

Difficulty: Moderate

Class: Medium

Official description: "Equipped with high-powered blasting lasers, the 6-G6 models were designed to blast through hardened rock too tough for standard excavators, and too near precious minerals to use explosives. When precision and reflexes are required, the 6-G6 series gets the job done."

A challenging foe, six guns can both move and fire rapidly, making it difficult to hit and difficult to avoid. Still, with a relatively large body frame (at least compared to some of the smaller, more agile bots), six guns can be hit and usually won't take a lot of damage before blowing into several chunky bits. Circle strafing works well against the sharpshooter, as does a series of heat-seeking missiles.



Like a showdown in an old western, look out for the two arms of the pistol-packin' six guns bot.

TRACKER

Codename: RM-15

Family: Military

Type: Roller

Difficulty: High

Class: Medium

Official description: "A mobile S.A.M. platform. A common military missile tank, which is used to support a variety of combat groups."

Although it can be dangerous if you aren't paying close attention to your surroundings, the ground forces you face in Descent 3 don't pose a huge threat against a freely moving fighter. You should have several different options when tackling ground forces like the tracker. For instance, because the tank is affixed on its surface, you shouldn't have much trouble finding areas of the room or map that are out of the tracker's field of vision. From there, you can sneak out and fire off some primary or secondary weapon rounds. Keep your distance and use your the ability to move all over the map to your advantage. Be careful around the tracker, however, because unlike the other tanks you'll find, it packs a serious punch with its stream of mega missiles.



Although it looks somewhat harmless, beware of the tracker's mega missiles.

JUGGERNAUGHT

Codename: SW-9

Family: Security

Type: Walker

Difficulty: High

Class: Heavy

Official description: "The SW-9 is a mobile maximum security platform that also serves as a watch tower for wilderness and perimeter terrain patrols. Essentially refurbished from an old



Get behind this huge beast to take it out with ease.

Military walker, the SW-9 is a hearty model and continues service to date due to modifications in its weapons loadout, and armor strength."

Don't let this bot's gigantic frame intimidate you—it's actually relatively easy to confuse and destroy. The key is to stay out of the view of the juggernaut's head. Instead, take the fight to the sides or rear, using circle-strafing techniques while still aiming for the vulnerable head area. Make an attempt to rid the area of other bots before battling the juggernaut; without other distractions, you can concentrate solely on eliminating this lumbering beast.

SUPERTROOPER, TORCHTROOPER

Codename: M-80, M-84T

Family: Military

Type: Walker

Difficulty: High

Class: Heavy

Official description: "The M-80 is a highly advanced shock droid, intended for rapid assaults. These units are the vanguard of blitzkrieg invasions. Developed to overcome the limitations of traditional tanks, the M-80 uses its jump-jets to pop-up over hills and launch rapid strikes."

Think of the supertrooper and torchtrooper as walking stormtroopers. Although they are slow moving, these two pack a serious punch; the white supertrooper using vauss weaponry, while the red torchtrooper prefers the destructive power of the napalm cannon. Because it uses the close-range napalm gun, keep your distance from the torchtrooper and use high-powered primary and secondary weaponry to take it out from a safe distance. The supertrooper, however, poses a greater threat in both long- and close-range combat. It's sluggish, though, so use that to your advantage. Get behind a structure or wall and strafe in and out taking shots when you can.

CHAPTER FIVE

mission walk-throughs





Though you'll face dozens of wily robots during the 15 tough levels that compose Descent 3's single-player campaign, your biggest challenge could come from the tricky puzzles scattered throughout the maze-like structures. Unlike the previous games, which mostly featured simple "find the key and unlock the door" puzzles, Descent 3 includes more ingenious problems, such as deciphering a switch code or figuring out how to get past a blocked entrance. In this detailed walk-through, you'll discover all the steps needed to solve all 15 levels, including tips on how to survive against the plentiful bots and the dangerous boss droids.

CHAPTER 1— MISSING PERSONS

Objective: Infiltrate the PTMC crisis contingency management and public relations data retention center on the moon Deimos. Locate the data terminal on the lower level and retrieve information on the exact whereabouts of Dr. Sweitzer.

New Enemies: RAS-1 (gyro), RAS-2 (tubbs)

You begin this level by entering the retention center. Take either the right- or left-hand path and carefully sneak around the corner, where you'll find two gyros to fight. Near the gyros are a few concussion missiles. Head through either the right or left side passage to continue onward, then press forward through the steam room. You'll approach a narrow corridor with a door at the bottom and an open passageway at the top. Release your GuideBot near the opening, and it will take off and collect the extinguisher power-up. Open the door at the bottom by shooting it and carefully step in and retreat, as a gyro will be emerge and attempt to kill you.

When the gyro has been taken care of, enter through the door and head right. Keep pressing forward until you reach an intersection

and head through the door on your left. You'll reach another junction; head left and kill the gyro lurking around the corner. Open the door on your left by shooting it and head in. You are now in a large chamber with fire spewing forth from some jets at the lower level of this room. Head around the perimeter and collect the various power-ups. Head to the opposite of this chamber and look toward the pit. You will see two mechanisms, each of which flashes with a red light. Shoot both to trigger them.



Shoot both triggers, and you'll open the doorway to this room as well as deactivate the fire jets.

Once the fire jets have been disabled and the door is open, head down to where the fire was and collect all the goodies waiting for you, including a nifty homing missile and an afterburner cooler for your ship. Once you're all set, exit this room the way you came in.



Retrace your route a bit, and you'll see two doors—one low, one high. Head through the upper doorway, destroy the tubbs, and collect the energy and shield in this small room. Finally, fire at the trigger mechanism against the wall, and you will disable a force field elsewhere on this level.

Exit this room the way you came in and head through the door directly below you. At the first junction, head left, and you will emerge outside. Slowly wind your way through the canyon and try your best to kill the enemies one at a time without getting too many irritated at you. When the coast is clear, head left, and you'll emerge into an open area with many structures and tunnels strewn around. The first structure on your right has a turret resting on a platform that can be taken out with your homing missile. Head toward this structure when the coast is clear and go to the bottom of the building, where you'll find a small doorway to slip into. You'll head down a tunnel and come to a junction. Head straight forward into the red tunnel and be prepared to fight a couple of tubbs. Keep pressing forward, entering a purple tunnel. Keep trudging forward through several tunnels, and you'll finally arrive in a windowed room that has a view of the outside world. Head to the left, and you'll see an opening on your right that looks into a large chamber.

Do not enter this chamber! Instead, be patient and methodically kill every tubbs and gyro within the chamber. When the coast is clear, you can enter the chamber. Head to the opposite side of the chamber and go through the opening there. Go the only way you can, slipping into a narrow tunnel with windows along the sides. Keep moving forward, and you'll enter a small room with a door on the right and a door on the left. Head through the right doorway, and you'll move into a large tunnel. Head right and take the first left you come to. Blast your way inside. Once through the door, you'll enter a large, ominous chamber. Look straight down and fly to passkey to collect it. Once the room is clear of enemies, snoop around a collect all the power-ups. Head back through the



Access the mainframe, and you'll automatically collect some important data.

tunnel that brought you here and turn left at the passageway. Keep heading straight, past a tunnel route at your left, until you finally see a door at your left guarded by a tubbs. Head through the door and quickly go up, looping back around and collecting the invulnerability power-up stationed beside a pillar. Now proceed to mow down all the enemies within this room as quickly as possible. When that has been completed, approach the terminal at the lower end of the room.

Exit the chamber the way you came in and turn right at the passage. Follow the tunnel down, past several passageways on your right, and you'll eventually see a steel grate on the wall to your left. Blast this grate and head on in.



You can't leave the base until you have blasted open this grate and slipped into the small access tunnel.

CONGRATULATIONS! YOU'VE SUCCESSFULLY COMPLETED THE FIRST MISSION OF DESCENT 3!

CHAPTER 2—CONSPIRACY

Objective: Thanks to your last mission, you now know the whereabouts of Dr. Sweitzer. He is being held at a prison on the moon of Phobos. You will be dropped off outside an old maintenance tunnel, where you will then make your way to the main tower, create a diversion, and locate Sweitzer. A shuttle will be sent to carry him away.

New Enemies: G7-11 (thief)

You begin this level in a cavern with only one way to go. Head forward through the cavern with your headlights on, so you can see the dark areas better. When you finally arrive at a left or right choice, head right, and you'll approach a metal grate on the wall. Shoot the steel crates at the left of the door to find some energy power-ups. Shoot the grate to open it and head through the opening. Go to the opposite end of the room and travel through the hole in the ceiling. Expect to fight a few tubbs when you enter the next chamber. Once the threat has been taken care of, head through the only other opening within this room; release your GuideBot, and he'll open the way for you. You're now outside. Take it slow through the canyon and tackle the tubbs one at a time, so they don't gang up on you. You will see a tower at the bottom of a ravine with a large turret atop it. Start firing at the turret and slide left and right to avoid the incoming laser fire. When the turret is defeated, continue past it.

As you round the corner, you'll see another turret atop the tower. Nail it while you're far away and continue sliding left and right to avoid the lasers it fires. As you approach the tower you just defeated, you'll see another tower far in the distance. Get a bead on the turret and take that one out as well. Off to the left, behind a small mountain, is another turret that must be taken out. Finally, head to the right, where you see a huge complex and carefully take out the turret lurking behind it. When all turrets have been defeated, proceed to the supply hangar on the left side of this open area, don't miss the homing missile you can pick up on the platform. Move inside the supply hangar. Head to the end of the supply hangar, and you'll find a key labeled G-1. Pick up the key and drop down one of the holes in the floor to enter a large underground cavern. Be careful not to touch the green acid at the bottom of the cavern, or you will sustain damage.



Defeating the turrets is an easy task if you simply slide left and right to avoid the incoming laser fire.

Head through the cavern and tunnels carefully and take care of the various tubbs and gyros that will attempt to stop you. Also, expect your first confrontation with the thief. Kill it quickly, or it may steal one of your weapons. If it does, chase it down and kill it as soon as possible. Resume your route through the cavern, and you'll enter another large chamber with two tunnels. Take the lower tunnel and head down it, collecting the cloaking device at the end. Slip through the hole beside the cloak and manhandle the tubbs within this large chamber. Head to the top of this chamber and go right, through the portal that opens, and turn left. Against the left wall you will find another key, this one labeled R-1. Get the key and head through the portal on the same wall as the key was. Move to the end of this room, and you will see a security terminal on your



Use the G-1 key to lower the security field at the first checkpoint.

right. Get close to the monitor, ready the G-1 key in your inventory, and activate it.

Turn around and turn right, shooting the portal door to open it. You have now entered the minimum security section of the prison. Head inward into this area and take the tunnel on your right. Keep trudging through the tunnel and carefully watch the wall on your left until you see a key. Grab the key and return to the tunnel, turning left and continuing on your way. Again, watch the wall on your left until you see another key. Grab the key, return to the tunnel, and continue heading left until you see a sign on the wall at your left that says, "Minimum Security." Head through the opening beside the sign, and you'll approach another security terminal on your right. Use the R-1 key from your inventory on the terminal to drop the security field behind you.



Go through the portal on your right and drop down the tunnel, heading through the passage at the bottom. Turn right when you enter the cell block area and keep heading through the tunnel for a bit until you see a sign on your right labeled "Medium Security." Head into the small area beside the sign and use your R-1 key on the security terminal. Turn around and head right through the newly revealed area. Drop down the shaft and slip into the first tunnel you see and turn right, now heading down a metallic shaft until you receive an incoming message from the shuttle crew. You have found the doctor, but you can't get him out... yet. Continue down the tunnel until you see a grate on the right side wall. Shoot the grate to open it and move into the next room. Head right and drop down the service tunnel and keep pressing on until you enter a large room. Grab the quad lasers near the monitors. Shoot the lever with the blinking red light on the left to activate a service droid. The service droid will emerge on the other side of the glass and pick up an object. When the droid moves over the tank in the center of the room that holds green acid, shoot the lever on the right, and the droid will drop the object into the green acid.

Retrace your steps back up the shaft and keep moving forward up the next tunnel to a door on your left. Head through the door, and you'll be back in the minimum security section of the prison. Travel a few cells down, and you will find the doctor on his feet and waving at you. Head down the tunnel to your right and slip through a passageway on your right with the Minimum Security sign beside it. Head into the shaft and go all the way to the very top and shoot the lever on the wall to drop the force field. This will let the shuttle crew enter and extract the doctor from his cell. After a brief cutscene, the level will end.



Fire at the lever on the left to activate a service droid on the other side of the glass.

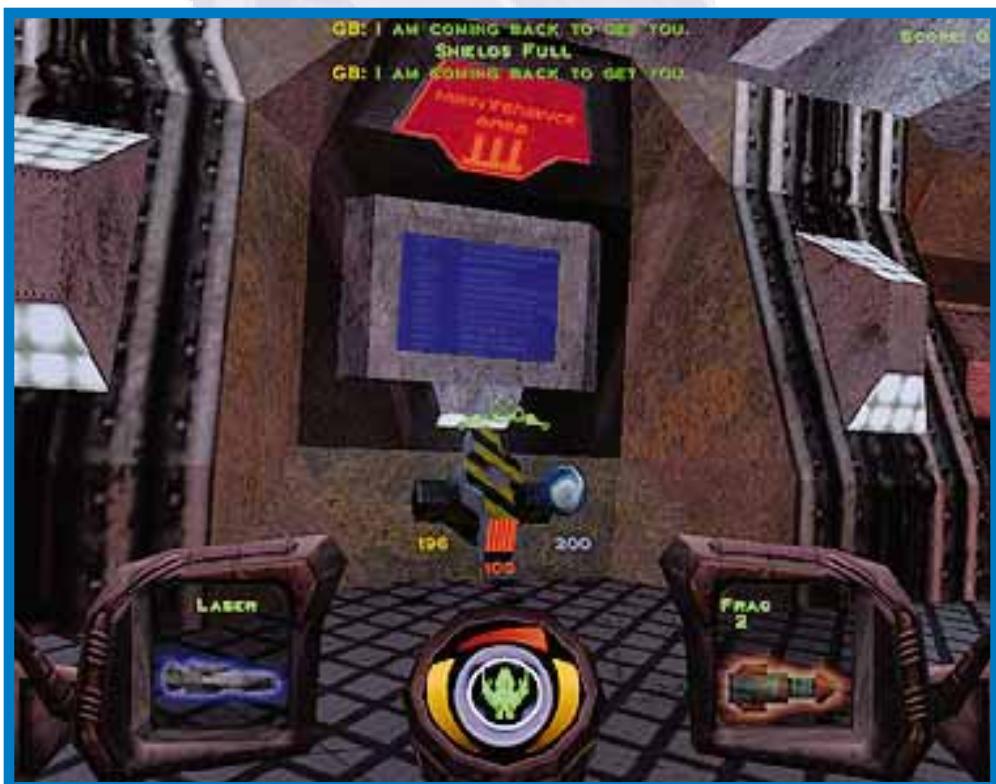
CHAPTER 3— SOLVING THE PUZZLE

Objective: You must travel to Tiris and locate a backup copy of Sweitzer's work from his laboratory.

New Enemies: RAS-3 (stinger)

At the beginning of this level, you'll be in a room all by your lonesome. Dotted around are several crates and boxes that can be shot to reveal additional shield and energy power-ups. When you're all loaded up, head to the opposite side of the room and go through the portal. You'll wind around a tunnel to your right and approach

a large chamber with a central pillar. Hang back and take care of the enemies one at a time. When the room is clear, shoot any nearby crates to reveal more shields and energy power-ups. Head to the opposite side of the room and travel up the shaft. When you can't go up anymore, look to the right and head down the passage you see. You'll approach a junction with three monitors in front of you; head right down a new passageway, and you'll approach a closed portal. When you open the portal, get ready to attack a ceiling-mounted turret in the next room. When the turret is taken care of, enter the room and continue moving forward through the next tunnel and into a foggy passageway. In front of you will be a monitor with a switch underneath it. Shoot the switch to bring down a force field in the previous room.



**You must shoot this switch to bring down
a force field in the previous chamber.**

Head back into the previous chamber and make a left, heading up a passageway that takes you to an exit leading outdoors. Do not leave the tunnel quite yet. Before you is an open plain dotted with towers that fire off electrical beams. You will notice that on each tower, toward the middle, is a narrow section of wiring. You must shoot at these sections on each tower to destroy them all. Do this as quickly as possible before the electricity fired from these towers wipes you out. If you're too damaged, you can risk venturing outside the tunnel and going to the right of the main tower where an invulnerability power-up is located.

Once you have destroyed all four towers, the central tower will explode, opening the way through the passage on the opposite side of this ravine. Head to this passageway and take out the ceiling-mounted turret in the next room. Head down the shaft, and you'll



You must shoot the middle area of the towers to destroy them.



see a spinning turbine on the floor. Lure some droids back up the shaft and destroy them. Proceed back down the shaft and take the passageway on your right, going straight through the next tunnel and portal. When you reach the shaft, head straight up and grab the super laser against the shaft wall. Head toward the ceiling of the shaft and slide into the passageway with the red sign over the door. Travel through the tunnel and take the first right.

You'll travel for quite some ways down this tunnel and eventually approach a large chamber alive with droid activity. Take your time in tackling these droids one at a time and then head through the door on the right side of this room. You'll enter another large chamber packed with threats. Again, lure the droids into the tunnel you were just in and polish them off. Return to the room and head right under the pipes, and you'll see a key spinning in place. Grab the key. Backtrack all the way past the last two chambers you visited, head back through the long hallway, and head through the first door you see on your right. Travel into the next room and head down the hole in the floor. You have now arrived in an expansive underground cavern.

Travel slowly through the cavern and tackle the droids one at a time. Eventually, you'll find yourself hovering in front of a blocked passageway with large boulders strewn about. Shoot the rocks to blow them up and open the way. Head through the opening to enter the exterior world. Take your time here and don't rush all around, or you'll get in big droid trouble. Stay near the tunnel entrance you just left and pick off the enemies one at a time. When the coast is clear, travel across the landscape to your right, past some ruined buildings, and you'll eventually see a large complex shaped like the head of a creature. Head into the complex through its mouth.

Travel down the shaft, and you will find yourself near a lava river. Do not touch the lava, or you will sustain moderate damage. Travel to the opposite side of the room and go up the shaft, once again emerging outside. Slowly make your way across the landscape and toward the complex in the distance. Plant a couple of missiles on the



Plant a missile on the glass of the dome to shatter it and open a hole for you to enter.

tanks roaming around near the base and approach the glass dome atop the complex when the coast is clear.

Blow up the dome glass with a missile and head down the shaft. You'll see four doors at the bottom of the shaft. You want to head through the door that has the broken ramp in front of it. Head through the tunnel and take the first right you come to. Past the next door will be a thief bot that has stolen the data cartridge you seek. Chase the thief down and destroy it, picking up the cartridge it leaves behind. Retrace your steps back to the chamber with the four doors and take the one on your left. Head through the shaft and take the first right you come to. At the end of this shaft will be a wall with a spinning device on it, situated between two nodes on either side. Get in the middle of these nodes, ready your data



cartridge, and activate it. When activated, head back to the last room you were in and turn right. There, you will see a switch on the wall. Fire at the switch, and you will see a brief cutscene of a super thief being created. Head back into the last chamber you were in where you activated the data nodes, ready your napalm cannon, and get ready for a huge fight with the super thief. The best way to tackle the super thief is to never stop sliding around him, always keep moving, and unleash your missiles and napalm until it is finally destroyed. Pick up the data cartridge and return to the top of the dome and exit through the broken glass. This will prompt the end of the level.

CHAPTER 4— PAYBACK TIME

Objective: You must now take the evidence you have to Suzuki on Seol. Once on Seol, you will travel to the PTMC tower and deliver the evidence.

New Enemies: N/A

You begin in a subway tunnel with only one direction to go. Trudge forward through the subway and go through the first opening on your left. Don't venture into the next subway tunnel just yet; hang around on the platform and wait for a subway to zip past. The second it crosses your path, quickly move into the subway tunnel and head left, zooming along the wall and ducking into the first cubby you find. Again, wait for the subway to zoom past and afterburn to the next safe cubby, waiting for the next subway to pass. Finally, you'll see a platform on your right that you'll want to enter, facing yet one more subway track running right and left. Your objective this time around is to head right, through the tunnel.

Use the same process as before to safely get through the tunnel without being wiped out by the subway. The next safe platform will be on your left, again facing a new subway track. This time you must make your way down the left route using the same method as before. You'll reach yet one more platform on your right; this time you must head down the right side of the subway using the exact same method as before. The next safe zone will be on your left.

You have now arrived at the train station. Head up the ramps, and you will enter a massive city. There is a main road through the city that you must follow, but take it slow and methodically, taking out droids one at a time, so they don't gang up on you. You'll head along this road for quite some time, winding right and left, until you finally come to a dead end. On the street is a metal grate that must be shot to proceed.



When you reach the dead end of the street, look down and shoot the metal grate to open the route to the next section of the level.

Proceed down the shaft after the grate has been blown and then travel through the metal shaft behind you. At the first junction you come to, make a right; then, make a left at the following one. Bypass the next junction and make a right at the following one. Take the next tunnel on your left and keep going straight, past another intersection, until you reach what appears to be a dead end. Look up and head up through the shaft above you, blowing the grate to get out. You are once again in the city. Travel along the main avenue, and you will reach a door on the ground level. Open the door, head past the next door, and you will arrive in a large courtyard that is home to the tower.

Fly into the tower through the open portal on the lower level, go through the door, and you'll arrive in a small chamber with a platform. Get on the platform and activate your data cartridge to



The PTMC tower

transfer your information to Suzuki. When the transfer is complete, exit the tower the way you came in and prepare for a big battle with two PTMC mercenary ships. Unload your homing missiles and use the most powerful weapon at your disposal to take on these ships. Use the surrounding terrain to hide behind objects and avoid incoming fire. As long as you keep moving and aim your missiles with care, the mercenaries will finally be destroyed, ending the level.

CHAPTER 5— RED ACROPOLIS RESEARCH STATION

Objective: Get to the beacon within the time limit, ensuring that at least three of the five reactors remain intact.

New Enemies: N/A

No time to dilly-dally now! Quickly head through the door in front of you, and you will enter a large chamber with several numbered doors. Quickly make your way to door #1 and head down the passage, slipping through a doorway until you enter another large chamber with a reactor inside. This reactor will be under attack by several bots that are firing missiles and lasers at the reactor. The best way to handle these bots is to get up close and pound them with concussion missiles. They usually blow up with a single shot. Quickly eradicate all the bots within this room, resupply your weapons with those strewn around, and head back the way you came, turning left at the first junction you come to. This will lead you to the second reactor, which again is under attack.

Use the same process as before to take care of these droids in a timely manner. Once the way is clear, quickly resupply your weapons and head for door #3, making your way to the reactor and eradicating all droids within the room. Once you have accomplished



that, you should keep a low profile and let the time wind down. At this point, a new time counter will be displayed indicating how much time you have left to find the exit. To find the exit, return to the main chamber with all the doors, turn on your headlights, and dip down where the pipes are until you see a hole with a fan blade. Duck past the fan blade and keep heading through the tunnel, and the level will end.

CHAPTER 6— OUT OF THE ASHES

Objective: A CED interceptor has crashed and was taken captive by nomads. You must fly through a canyon and force your way to the nomad landing platform and locate the ship.

New Enemies: PB-5 (pest), OS-114 (old scratch)

Head through the narrow canyon until it opens up before you, revealing the landing platform of the nomads.

As you approach the landing platform, you will see two black objects beside each pillar. Fire a missile at each object to destroy it, and this will send the platform itself careening downward, opening the way for you to slip through.

Head down the platform shaft, and you will enter a large chamber. Head toward the passage to the side of this chamber and take the door on your right. Travel down the passage and fight off some old scratches. Don't worry if they knock some of your weapons loose; you can retrieve them after you take care of these droids. Keep hugging the right hand wall, which will lead you into another passageway. Take the first left you come to. Head through the passageway and make your first right. The second you make that right, look up, and you will spot the collector's icon. Grab it!



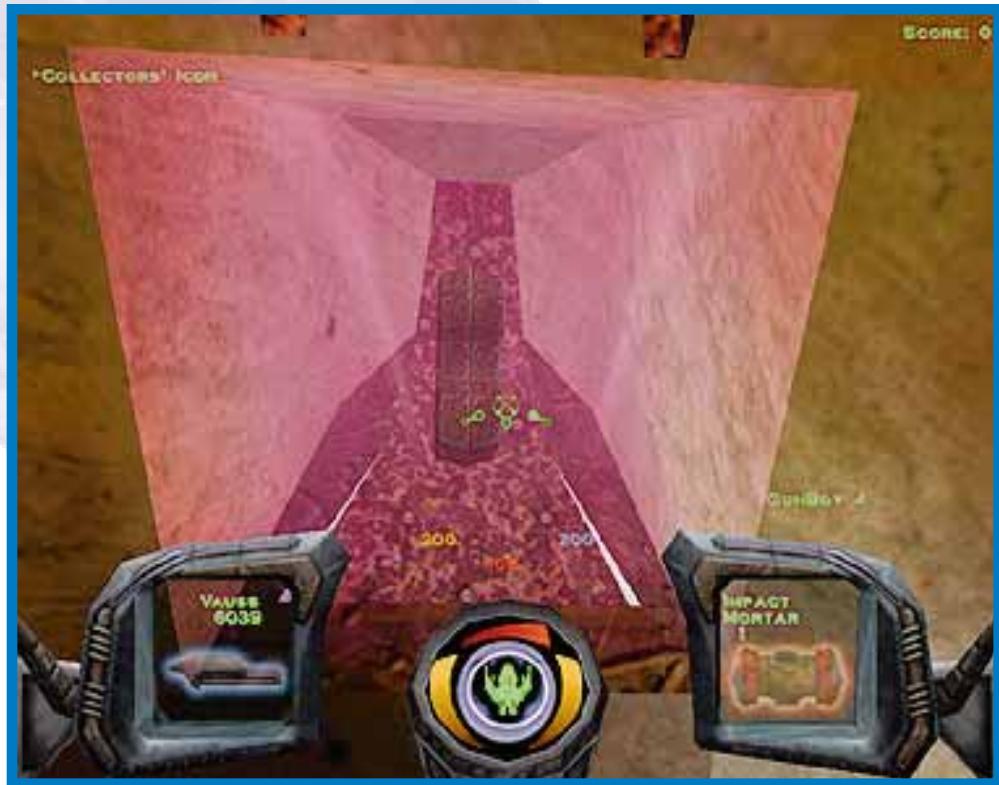
Approach the landing platform and fire a missile at each of the large black objects beside each pillar.

Do a U-turn and make a left, retracing your steps, and make a right at the next opportunity. Head all the way back the way you originally came, returning to the main shaft under the landing platform. Make a left and head through the door there. You'll enter another chamber with several passageways; take the one on your left and head through the next room and through the door on the right side of the chamber. You'll emerge into a large chamber with a tank of lava in the middle. Go over the tank and head straight up. You'll fly into an exterior area with several strange objects jutting from the ground. Your objective here is to fly fast through the only object that is hollow. Once you zip through it, another object's force field will clear, and you must travel through that one, and so on, until you have completed the entire route.



Once you travel through an opening, another will appear on one of the objects.

Once you have successfully navigated the objects, you'll automatically receive the builder's icon. Slip back into the crevice that brought you here, and you'll be back in the lava room. Head back through the passageway on the lower level and hug the left-hand wall, going through the first door you see on your left. You'll enter another large chamber and must fly to the very end of it, where you'll see a small crack in the floor against the wall. Slip into the crack. Keep trudging through the passageway, and you'll go past a door and into a large chamber. On the right hand side of the wall is a small cubby. Enter the cubby and use your builder's icon; it will be placed into position. Go the next cubby in the room and place the collector's icon onto it.



Use the builder's icon on the right cubby, and the collector's icon on the left.

When that is completed, exit this room the way you came in. When you approach a left/right split in the path, you will notice that the floor beneath you leads to a secondary level. Drop down and turn around, and you will see a long passage heading toward a portal door. Go through the door. In the distance, you will see the priest's icon. Don't move forward to grab it yet, as you must take the correct route through the various pillars to acquire it.

Move past the first set of pillars and turn right. Move against the wall and turn left. Move past two pillars and turn left. Move past one pillar and turn right. Move forward, turn left, and be careful not to touch the force field. Move past two pillars and turn left. Move past two pillars and turn left. Move past two pillars and turn right. Move



forward, and the force field will finally drop, letting you pick up the priest's icon.

Exit this chamber and move into the inner sanctum in front of you. On one of the walls will be a small cubby. Move into the cubby and use the priest's icon to open the door within this chamber. Head through the door and go straight. You will enter a room with a transparent tube running down the middle. At the far end of the tube is an entrance. Proceed through the opening, and you'll be treated to a cutscene. Unfortunately, the cutscene doesn't bode well, as it introduces the dreaded homunculus! The best way to defeat this beast is to go to the extreme end of the room and get as high as possible. Then, unleash everything you have into this hulking beast, sliding left and right to avoid its claw attacks. Keep on punishing it as long as possible and retreat back into the chamber to acquire any shield or energy power-ups you may need. Before you know it, the homunculus will be defeated, and your buddies will acquire the ship. Congratulations! You've successfully completed this very difficult level.

CHAPTER 7—THE VIRUS

Objective: You are being sent to the PTMC mine on Ceres. There, you are looking for a current sample of a virus. Locate the sample!

New Enemies: ARC-12 (sparky), FS440 (six gun)

New Ship: Phoenix

This initial section in the exterior world is only dangerous if you bring it on yourself. Your first course of action should be to get nice and low to the ground, point yourself toward 9:00, and afterburner your ship across the landscape until you finally see a large, circular complex at the bottom of the crater. You'll know you've found the correct complex if it has four switches inside, set on the ceiling.



Fire at all four switches to bring the shields down.

Once you see the switches, fire your lasers at all four, and the shields for the base will finally drop. After the shields have dropped, stay in this area, and you will see a blue column appear in the center of the four switches. Fire at the column until it is destroyed.

Head back toward your starting point, and you'll stumble upon another large complex with two massive turrets on the outside. Fortunately, these turrets have been deactivated. Enter the complex through the small opening and drop down the shaft in the middle of the small room. Keep moving down, and you will enter a large cavern area. Head to the left. Go down the next shaft you see and stay to the right as you head through the underground cavern passage. Eventually, you'll see a tank in the distance. Slide left and right, dodging incoming fire, and unleash your firepower on the

tank until it is destroyed. Move into the chamber where the tank was, and some data will be transmitted to your cohorts. Turn around and go through the narrow passage on your left. Look down and you will see a switch.



Hit the switch in this room to trigger an opening elsewhere.

Hit the switch with your laser and leave this room the way you entered, crossing the next hall and head into the next passage similar to the one you were just in. Trigger the switch in this room like you did in the last. Return to the central hallway and turn left where the tank used to be and shoot the portal door against the rear wall to open it. Move into the blue column, and you'll enable the descending accelerator. Return to the hallway and head all the way down. You'll return to the cavern; stay against left side wall until

you enter a large cavernous room. Turn to the right and head through the opening there, emerging into an even larger room alive with bot activity.

Quickly slip into the shaft on the floor of this cavern, and you will travel a ways down a long shaft. When you enter a room with two switch on the wall, head through the left side passage and keep going 'til you pick up the key. Backtrack to the switches and shoot both with your lasers. Head back through the left side passage and take the first right you come to. You'll move into a glowing orange room alive with turrets in the distance and shooting jets of flame. First, shoot the switch to your right near where you entered this room. Then, approach the fire jets across the room and shoot the switches on the right and left of the room. This will disable the fire jets and reveal two virus samples.



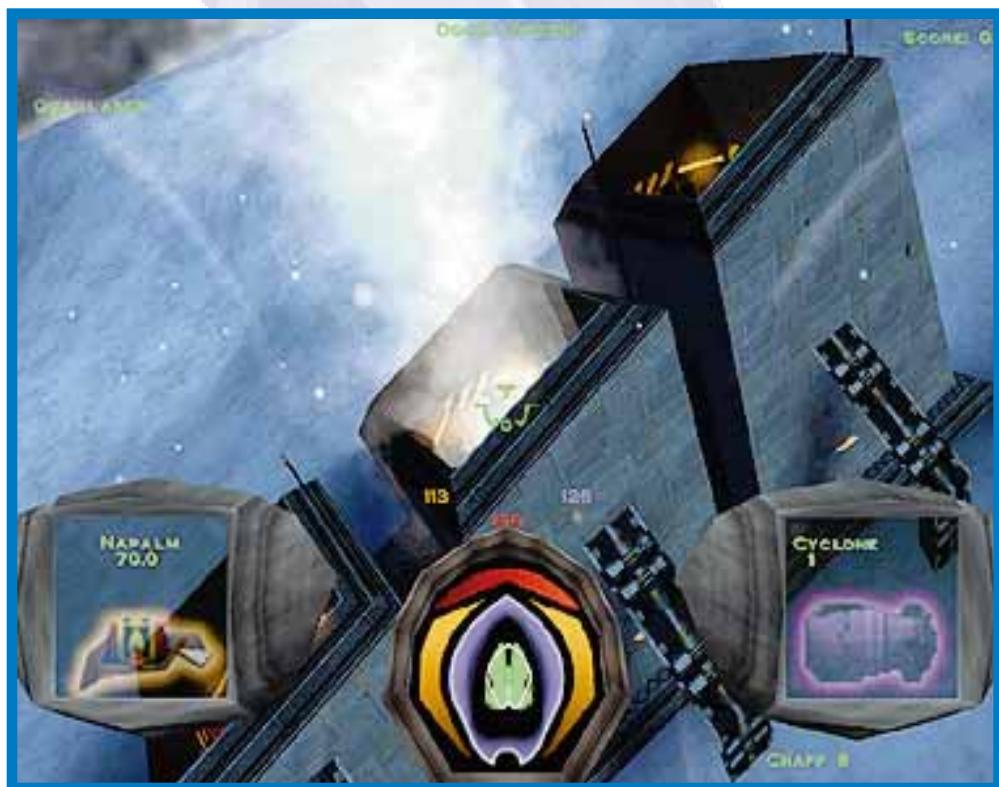
**Once the fire jets have been disabled,
you can get the coveted virus samples.**

Once you have the viruses, head back to the first switch you triggered, look up, and head up the shaft, followed by one more shaft in the next room you come to. Once you've traveled up the second shaft, the level will end.

CHAPTER 8—A WRENCH IN THE GEARS

Objective: While the scientists examine the virus sample, you are sent to Europa to destroy a refinery.

New Enemies: SH-1100 (thresher)



Head down the stack on the right of this screenshot to proceed with the level.

From your starting position, afterburn past the first complex, around the mountain wall on your right, and you'll see another complex with three stacks.

Head down the stack on the right and use your afterburner to zip past the smoke exhaust. If a portal closes before you can get through, relax your afterburners and let them recharge. Once the second the portal opens, kick in your afterburners and continue making your way down the stack until you reach the main chamber. Head through the door on the right of this chamber. As you approach the entrance to a new room, drop down in front of the large grey pipe in front of you and head all the way down, slipping into the shaft at the bottom of the level. At the first intersection you come to, head right, and you'll come to a room with a large spinning mechanism in the middle of the room. Shoot



Shoot all four red tiles and head into the middle of the object.



all four red tiles as the object rotates and slip into the opening that appears.

Go to the bottom of the object and shoot open the portal door there. Travel along the hallway that appears, and you will then find yourself in a room with a switch. Hit the switch with your lasers; this will activate the cooling system for the plant. Head back the way you came here. You'll return to the large shaft. Head through the passageway in the wall and take the first left you come to. You'll enter a room that is a mess of pipes. Turn right and approach the purple wall. Go above the wall and head into the tunnel that is situated there. You'll finally emerge into the chamber with the three smokestacks. Pick any stack and exit this area. You'll be back outside now.

Follow the narrow canyon near the smokestack as it winds its way around, and you will see a new complex. Enter the complex via the roof, and you will see a switch on the wall. Hit the switch with your lasers and continue down the shaft where you'll see a spinning object on the floor. Pump some ammo into the object to blow it up.

Once the heat sink has been disabled, head back outside and look around for another complex just like the last one you entered. It's very close so this won't require much searching on your part. Follow the exact same method as before; trigger the switch and shoot the heat sink at the ground level. Again, leave this complex and locate the third domed building, doing the exact same thing as you did with the last two. Instead of leaving the complex this time, head back up to the middle of the shaft and head through the door you'll find there. Continue down this hallway for quite some time, slipping past the spinning fan that sucks you toward it and continuing onward. When you enter the next chamber, head left through the blue cavern passage. You'll want to travel straight through the cavern for quite some time and then enter the small complex that finally emerges.

Take out the turret in the small room, and the force field will drop. Now, exit the chamber the way you came in and look



Just a few shots is all that is needed to blow up the first heat sink.

toward the top of the complex, where you'll find several windows. Blow out a window with a missile and head on in. Take the shaft down and keep pressing forward, going through several shafts until you finally enter a hangar. Off to the right will be a medical ship with a switch on the ceiling above it. Hit the next switch in the adjacent room and then wrap around to the control room, where you'll find several switches. Hit the first switch that is situated in front of the other three, followed by the middle switch. This will let the medical frigate depart. Return to the main chamber and head upward, out of the facility to the end of the level.

CHAPTER 9— RESOURCEFUL MEASURES

Objective: Escort a cargo ship into a PTMC factory on Mercury.

New Enemies: SPT-99 (hunter)

Since this mission takes place on Mercury, the intensity of the sunlight is enough to damage your ship. With that in mind, the first thing you must find is shade; located, conveniently enough, under the ramp on which you start this level. Make all haste to get under the ramp and then move forward, always staying in the shade. Use your afterburner to hightail it along the length of the ramp and then slip into the chamber in front of you.

Drop down the shaft and go all the way to the bottom, then do a U-turn and slide into a new hallway. When you just enter the next chamber with the two large turrets, make a quick, level left-hand turn and afterburn into the hallway around the corner. Afterburn down the shaft you come to and head through the passageway at the bottom. Head through the door, go forward, and make the first left turn you come to. You'll move into a chamber with a switch on the rear wall. Hit the switch to move the stabilizer into passive mode.

Exit this chamber the way you entered and head all the way down, turning right and going through the door there. Head straight for a bit, and you'll see the cargo the ship you are to escort butted up against a force field getting pelted by an armored walker. Get behind the walker and unload everything you have, eventually bringing it to its knees.

Go up above the force field and to the right, where you'll find a small opening. Go into the opening and enter the large chamber on the other side of the force field. Clear the room of enemies and go to the force field that is blocking your cargo ship. On either side of the field, you will see a switch. Hit both switches to bring the force field down, letting the cargo ship enter the room you're in.



Hit the switch with your lasers to put the stabilizer into passive mode.

The cargo ship will move into the room and butt up against the next force field. Again, head to the top of the field and to the right and slip through the opening there, clearing the next room you come to of hostile enemies. Once the room is clear of enemies and turrets, move to the force field and hit the switches on either side of the field to drop it, letting the cargo ship continue on its way.

The cargo ship will now slowly travel around the level picking up components. It is your duty to stay close to the ship while it performs this task and protect it from enemies and turrets. Try your best to get a bead on which direction the ship is going and then scout ahead, clearing the enemies as best as you can. Fortunately, the cargo ship can sustain some pretty heavy damage before coming to a rest to repair itself. In any case, do your very best to divert the attention of enemies away from the cargo ship. Unload everything



You must hit both switches near this force field to let the cargo ship continue through the level.

you have and don't be selfish with your weapons. This is one level that demands you unload anything and everything at your disposal. Eventually, the cargo ship will head up a shaft and head outside, ending the mission and beginning the next level.

CHAPTER 10— RADIO SILENCE

Objective: Sneak into a low security hanger at CED Lunar Command. Find a way to upload our data into the mainframe.

New Robots: BDC-100 (stormtrooper), MF-8 (hood)

New Ship: Magnum

Though you receive a new ship for this mission, the slow but powerful magnum, you ought to select the speedy phoenix. There's one time-dependent puzzle as well as areas you just need to speed through—the phoenix has the speed to make these sections easy. You begin the mission inside the low security hanger. In front of your position, you'll spot a security camera; grab it and read the new items in your ship's log. If you head out into the hanger, four turrets will activate, and you'll probably need to destroy them. If not, there's a door to the left of your start position. Fire at the door and head inside into a red tunnel. Turn right here and battle some enemy bots, including pests hugging the floor and ceiling. Follow the corridor. Near the end of the hall rests a thief; if you aren't careful, he'll snag some of your equipment. Take him out if he grabs any goods; he usually doesn't fly too far away. Collect any equipment, blow the boxes and crates at the end of this tunnel, and grab any goodies that pop out.

Follow this tunnel into a large blue room filled with more enemy bots. Destroy anything inside; stay close to that tunnel opening, so you can retreat to the safety of the previous tunnel if you become overwhelmed. After you've destroyed all the enemies, turn to the right of where you came through the tunnel. On the ground below, you'll find a pilot's logbook as well as his downed ship. Destroy his ship to acquire a datalink interface. To exit this area, look above the tunnel you entered; you'll see another tunnel leading through and up into a desolate room with flickering lights and many locked doors.

If you haven't already, read the pilot's log to get a clue about the next section. He states that the guard on the tower spotted him, which lead to his demise; he says that perhaps he should have used stealth. You're just outside a series of large outdoor areas filled with enemies. But, if you remain cloaked at least for part of the way, you shouldn't have too much trouble reaching your final destination, the huge data vault.



Try to stay away from these guys who will punch you to smithereens in no time.

So, grab the cloak and head through the hole in the ceiling. Keep in mind that you cannot use your afterburners when in the large areas, especially this first one. The bots can detect the afterburner use and immediately know a cloaked ship is in the area. Once you're out in the open, you'll see a large valley with a control tower sitting in the middle. There are two ways out of this valley. One is through the courtyard area and through another tight passageway that enters another area. A second way is behind the ceiling you emerged from and not through the courtyard; this second way leads to a dead-end alcove filled with loads of power-ups, weapons, and missiles. If you need some gear, head down into this area; there's a cloak sitting by the entrance you can grab on your way out.



So, once you are out of the main courtyard and into the valley passageway, you can use your afterburners to reach the next area. Your cloak is probably gone by this time. In the next area you'll find a few mantas and a stormtrooper that's guarding this zone. After spotting you, it will try and flee to report your presence to others; destroy it before it alerts others to your presence. Grab the various power-ups in this area (including a GuardBot guardian power-up) and grab the cloak near the far exit to this area. Fly through another valley passageway over some tanks and enter another courtyard containing a huge base and loads of nasty robots.

Again, your cloak will probably end here, and you'll be spotted. But, don't stick around this area and try to destroy all the turrets, tanks, and bots controlling this zone. Instead, stay to the right and fly over the two tanks up on the ledge and through another valley passageway. You'll emerge in another courtyard containing the data vault. You'll find more turrets and enemies here, but don't fight them (at least not all of them). Locate the tower in front of the vault and enter the door at the bottom. Fly up the shaft and grab the vault key floating in the top room. Return outside and quickly push the vault door to open. Fly inside and take a breather; you're relatively safe from the baddies outside.

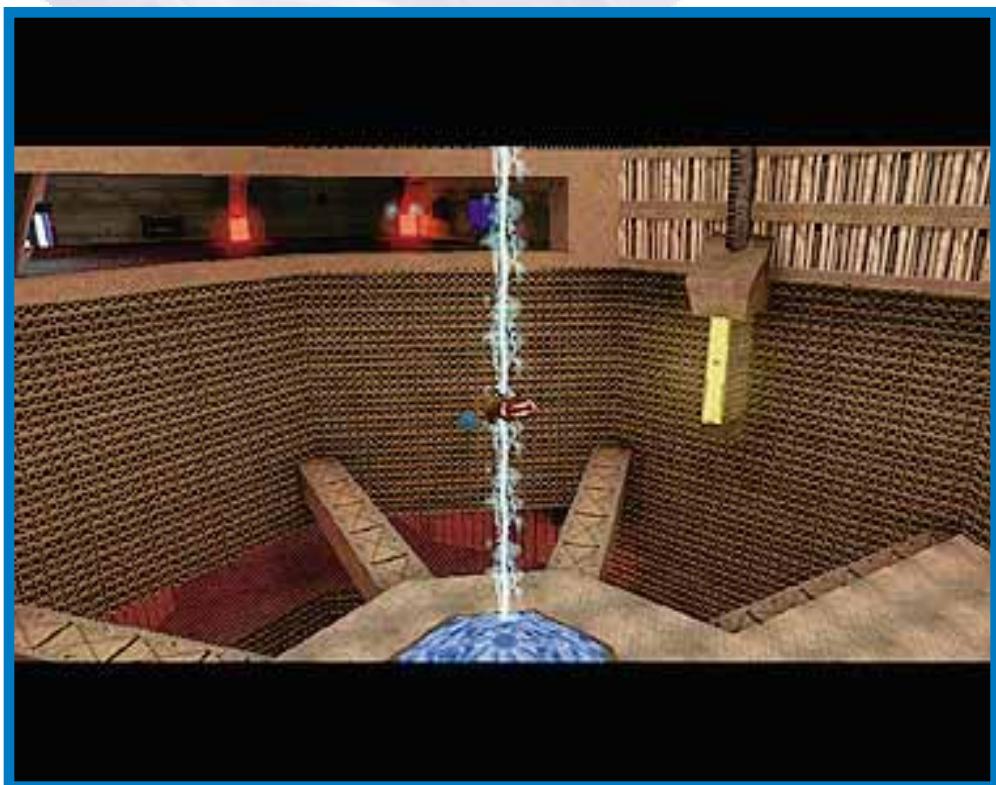
Inside the vault, destroy any bots floating inside and head through the door that leads into a bluish room with a tower in its center. Kill the walkers on either side and head through the next door forward. Inside this room in the center is the interface initialization hub. Move to the center of the structure to begin the interface. After a short cutscene, you must exit the room and head back to the room with the tower, then go straight down into a deep shaft. Head past four turrets, eliminate a few walkers and a nasty napalm walker, and go through another door. The next room will feature two more walkers; destroy them and continue on through another room with two turrets. Head down the shaft past the turrets and through a door about halfway down.



Fly into the center of this structure to begin the first stage of the uplink process.

A wall switch lies ahead; push it to reveal some clues about the uplink process. Move your ship between the two blue orbs to initiate the uplink, but unfortunately something goes wrong—nano defense systems are activated (a ton of seeker mines). Don't stick around in this area for too long; those seeker mines will just keep coming. Turn toward the glass window and fire a missile. Head through the broken glass and up a tunnel in the ceiling. You must locate the nano defense activation switch. Once you're through this tunnel, you'll be relatively safe (watch your back though, those seeker mines can travel far!). Release your GuideBot and get it to locate the switch. Follow it to a room with several columns. Behind the first column on your left will be the switch; fire at it to deactivate the nano defenses.

Return to the uplink area. Inside the room with the glass windows, push a panel on the right, rear side of the room. This reinitializes the uplink process. Return to the two blue orbs and fly in between them once again. But, yet another thing has gone wrong. This time, your ship doesn't have enough memory plasma. So, summon the GuideBot again and instruct it to take you to some memory plasma. Follow the GuideBot through a few rooms and grab the glowing orb positioned at the tower. You'll be notified that you only have 35 seconds to return before the memory plasma is useless.



Uplink successful!

Head back the way you came, through a series of doors, and return in between the two blue orbs. You'll see a cutscene indicating that the uplink process has begun, and the level will end.

CHAPTER 11— NO LOOSE ENDS

Objective: One of our pilots has been captured. Head to the planet Titan, locate, and rescue the pilot.

New Enemies: N/A

For this mission, you should move to the magnum for its durability and missile capacity. The mission begins outdoors in front of a huge observation tower. If you investigate the tower in hopes of finding a way inside, you'll only be greeted with several frag missile-shooting turrets, and you must deal with them. Instead, turn around and find the small structure, where you'll discover several cyclone missiles—grab them, you'll need them. What you're looking for is the blocked entrance into these underground tunnels. Take out your GuideBot and ask it to locate it; it will lead the way perfectly. Head down the tunnel it takes you through until you reach a large underground room.

Destroy a few bots in this area and collect a few goodies, including some impact mortars. Try and save all the good missiles and mortars you find; there are tons of huge turrets on this level that require some extra firepower. Look under the mine cart in the center of this room, and you'll see a switch. Fire at the switch to start the mine cart moving; it will continue down the rail until it reaches a pile of debris. The cart explodes the debris, opening a passage down into a new tunnel. From where the debris was, fly down the shaft and destroy two bots here. Locate another mine cart and do the same action you performed before—shoot the switch under the cart to send it hurling into the debris ahead. Once the debris is destroyed, you'll have made your way past the blocked entrance.

Head down a shaft destroying two more bots in the process. Collect more impact mortars from this area. Head down either



Shoot the switch underneath the mine cart to destroy the blocked entrance.

tunnel inside this room and proceed into a new room. Move through the only available door to watch a cutscene that provides a clue about the cameras and the turrets. Ahead, you'll see two inactive turrets on the left and right of the screen. Get used to these turrets; you'll see plenty of them in the level. They shoot frag missiles, which can be quite painful if you get stuck inside the shrapnel field. Try to destroy the camera ahead, which will keep you hidden from the turrets. When you spot these type of turrets in the distance, there's inevitably a camera associated with them. Seek out the camera first, disable it, then the turrets won't pose a threat. If not, you must deal with the turrets directly; just keep strafing around debris and wall corners and eventually take out the turrets.



Proceed forward and take your first right turn available. The passageway will end in a small room with four more frag missile turrets. Here's a good tip for this room. Send the GuideBot looking for the secondary force field control, which is in this room. When inside, it will find one of its power-ups, the guardian. When activated, the guardian power-up commands the GuideBot to hover around your ship and fire on enemies, a potential plus against these turrets. Or, better yet, look for the camera on the left side wall. Destroy the camera, and the turrets won't activate. Either way, use some impact mortars, missiles, and good strafing, and you shouldn't have too much trouble. Enter the room and shoot the switch on the left to disable the secondary force field controls.

Exit this area and turn right; defeat the three bots guarding this passageway entrance. At the upcoming intersection, take another right, and you'll see a force field ahead. In front of the force field, you'll see a glowing tower. This is the secondary force field generator. When the middle of the tower is white, fire on it with a weapon (don't waste good missiles). The tower will be destroyed, and the force field will deactivate. Move through and come to an intersection leading both left and right of your position. Four bots are right through this door, two to the left and two to the right. Retreat back into the hall to take on these bots one at a time (or at least with the odds in your favor). Move back to the intersection and fly right. Keep moving, and on the left wall, you'll find three switches. Shoot each switch to deactivate them.

Next you must to find the primary force field generators. The GuideBot knows the way; activate it and let it lead on. It will lead you into a room with three of those glowing towers. Shoot the middle of each tower when it's white, and you'll destroy it. From this room, move up through the ceiling. A six guns and a few old scratches will provide plenty of trouble. Once the bots are destroyed, ask the GuideBot to lead you to the hub security key. It



This level is filled with these frag missile turrets. Try and locate the camera that activates them before approaching.

will fly up a large shaft with four frag missile turrets at the top. Use whatever homing and large missiles you've acquired (and good strafing) to eliminate them. Head up where the turrets were to find the key.

With the key in hand, now you just need to locate the prisoner's cell. Get the GuideBot out once again and ask it to lead the way. It will send you through some winding tunnels and into a large shaft. Several bots will impede your progress; just recall the GuideBot and take your time in eliminating each enemy robot. Eventually, you'll enter a large circular hub where a cutscene will tell you that you must get back-up generators online to disable the force fields protecting the cells. Look out for turrets all over this room as well as nasty stormtrooper bots.



Follow the pilot out of the level and to freedom! Well, not quite...

Take your time with each turret; destroy the cameras on the wall to keep some turrets at bay. Around the center of the room, you'll find six switches. Shoot each to bring the back-up generators online.

In front of each force field, you'll see a generator; when the center is white, fire at the tower to destroy it. Find the cell that contains the pilot and his ship; he's stuck in a containment field! Above the door, you'll find a switch; shoot the switch to deactivate the containment field, and the pilot will start moving out of the complex. Follow him until you reach two shafts leading up. He'll take one and instruct you to take the other. Do so, but you'll soon discover that you've been tricked. After you've been caught inside a containment field, the level will end.

CHAPTER 12—PTMC PROVING GROUNDS

Objective: Escape the proving grounds by successfully defeating four challengers. But, the ultimate challenge awaits in the reigning champion of the proving grounds, the dragon.

Since you were captured at the end of the previous level, whichever ship you picked for level 11 is the same one you'll be stuck with for this one. At the start of the level, you begin inside a torture mechanism. Several knobs and locks open in front of your position; after all four open, the middle knob opens shooting fire right in your face. As each knob opens, fire some lasers or whatnot at it; you'll destroy it. Destroy each of the four surrounding locks as well as the napalm shooter in the center.

With the torture mechanism out of the way, your next job is to disable the two red force fields to your left and right. But, you can't see any switches in your view. This part's tricky—in front of each force field, out of your view, is the switch that disables the force field. You must ricochet your laser bolts off the force field and into the wall to the right of the right force field and the left of the left force field. Keep firing, and the force field will go down. Move into each room and gather the equipment; then head down either shaft.

You'll enter a large room filled with security robots. These guys are especially tough in numbers, so don't get overwhelmed inside the large room. Retreat back through the tunnel and take them out one or two at a time inside the previous area. Once you've destroyed them all, collect as much gear as you can find and move forward through another door. Inside this room, collect several powerful missiles (and save them for as long as possible) and hit the switch deactivating all the force fields.

Return to the previous room (the large room); more robots will have appeared. After defeating them, head through a hole in the



Here's where those force field switches used to be.

floor (it was previously guarded by a force field). Defeat a few more stinger robots and head through the door at the end of the tunnel marked "Proving Grounds." Your first job will be to find the key that leads into Level 1 of the proving grounds. From inside the door, go right, then head right at the first turn, then go right again at the next turn. Eventually, you'll find a door on a side wall. Don't forget to collect any goodies you see along the way; you'll need them for the fierce battles ahead.

Inside this door are two homing missile turrets; these guys are tough. Keep strafing and unleash some heavy shots or missiles into the room. If you can get inside and close enough, dumping an impact mortar between the two turrets is almost enough to take them out. Once you've destroyed the turrets, grab the level 1 key inside the room.



Next, you must find the entrance to arena 1. Exit this room and go right, then left, then right again. You'll find six or seven bots milling around in front of a door on the left. Ignore them if you wish, but if you come under attack, take them out. Enter the door, and your first fight inside the proving grounds begins!

This guy is tough and annoying. He doesn't shoot much, but instead just charges and tears you apart with his appendages. Stay as far away from him as possible and let him get hung up on a wall or doorway. Fill him full of vauss ammo or use another powerful weapon. After you defeat him, head through the doorway in the ceiling. Go right and past a turn on your left. Eventually, you'll make it to an intersection moving both left and right. Take a right. Move forward, and you'll see two homing missile turrets protecting the level 2 key. Defeat the turrets and grab the key.

It's time to find the arena 2 entrance. Turn around and move forward past the turn on your left (you're now back at that left and right intersection). Take a right turn, and you'll face three squids. Move through the door on your right and get the goods inside. Blow up the barrels and crates to collect lots of shields. Inside the room, the entrance into the second arena is near the bottom of the floor underneath the entrance you just went through. Pass the bots milling around here or attack them if necessary. Move into the second arena for your next battle.

This next bot is somewhat easier than the first. It fires fusion bolts that don't travel very quickly; bob and weave and use your strafe keys, and you shouldn't have too much trouble. After you've defeated him, move through the door at the top of the room. As soon as you exit out into the tunnel, a homing missile turret fires from straight ahead. Take it out and go right. Up here on the right side, you'll find two more homing missile turrets protecting the level 3 key. Destroy them and grab the key.

Move forward past the destroyed turrets and find the door on left. A homing turret and several bots protect the area. Take them out and proceed through the door. Inside the third arena, you'll face a juiced-up



Dodge this bot's fusion bolts, and you shouldn't have any problem.

six guns, though it's not too much trouble. You shouldn't have a problem dodging its shots with the afterburner and ample use of the strafe keys. After you defeat it, go through the door out of the room and follow the tunnel to a left and right intersection. You'll see the key on the far side protected by two homing missile turrets.

Some irritating bots also patrol this area. Retreat into the hall if you must and stay out of the sight of those homing missile turrets. Blow apart the bots and the turrets and grab the level 4 key. Go right at this intersection and enter the final arena. The last enemy boasts a frag missile shooter, and he'll begin the match camped near the force field. Take him out as much as possible from a distance, then use the structures in the middle of the room to dodge around his missiles. Once you've defeated him, move into a circular hub that leads to the final championship arena.

Before you can face the champion, you must defeat all four challengers again. This hub is filled with tons of good missiles and great hiding spots. Try not to take on more than one challenger at a time. Once you have defeated all four, you can lower yourself into the main arena and face off against the champion, the dragon.



The dragon is no match for your circle strafe abilities.

Don't get too close to this huge beast. His napalm cannon will fry you in no time. His weakness is that he can't turn very fast. So, circle-strafe like mad around the beast and pummel his midsection and head with missiles and primary weapon's fire. He shouldn't even touch you if you perform the technique well. After a lot of missiles (you might need to recharge your guns, just head up into the hub and into a side door that leads into an energy recharge station) and



a ton of fire, the dragon goes down. Head up to the top of the hub to find a door leading out of the proving grounds.

CHAPTER 13— TURNING THE TIDE

Objective: The flagship carrier Expediator has issued a distress signal. Investigate.

New Robots: Classified

You begin the level inside the hanger of the huge Expediator. Move ahead and grab the recon interface, a device that tells you how many infected stormtroopers are left on the level. Your main goal is to reduce this number to zero. To do so, you must kill every stormtrooper you come across (white, red, or green) and disable the aft matcen which continues the production of more.

So, enter the large room ahead; you won't find many enemies here, but plenty of equipment. Gather all you can, then set off on your first task, to find the stormtrooper leader. Turn right from the starting position (after entering the large room) and find the door on the right. Move through and approach the four-way intersection. Turn right here and go through a tunnel. Several security bots will make your life difficult. Destroy them and continue on down a long tunnel. At the end, you'll find a door. Move through it and battle some stormtroopers.

From here, head through a hole in the ceiling into a larger room with several napalm-equipped bots. The adjacent room to this contains many stormtroopers, including the leader. Take your time and use all available side rooms for cover. Of special note are the omega troopers; they're green and pack a mighty punch. Once you destroy the stormtrooper leader, it's time for the next mission objective to disable the aft matcen.



Collect all the equipment from this room before venturing onward.

Head back to the original large room where you began the mission or ask the GuideBot to show you the way to the aft matcen. He'll lead you through a few winding corridors and finally in an open room. Defeat the walker, turret, and tank in this area before exploring. The GuideBot will lead you to a vent in the wall. Unfortunately, your ship can't fit inside. There's a doorway below the vent and on the left side of the wall. Go inside to receive a clue about the vent and how to get to the aft matcen switch that rests inside.

Open the door, and you'll see a switch on the left side of the wall as well as a purple niche. Inside the purple niche are some guided missiles. Grab the missiles, and you'll notice more will appear after awhile. Hit the switch to watch a cutscene of how to get to the aft matcen through the vent. There's no way for your ship to fly in—but

what about a guided missile? Turn on your guided missile view (it's much easier this way) and fire a missile into the vent. Lead the missile to the right and into the room with the switch. In the larger room, head right and nail the switch with the guided missile—you've disabled the aft matcen!



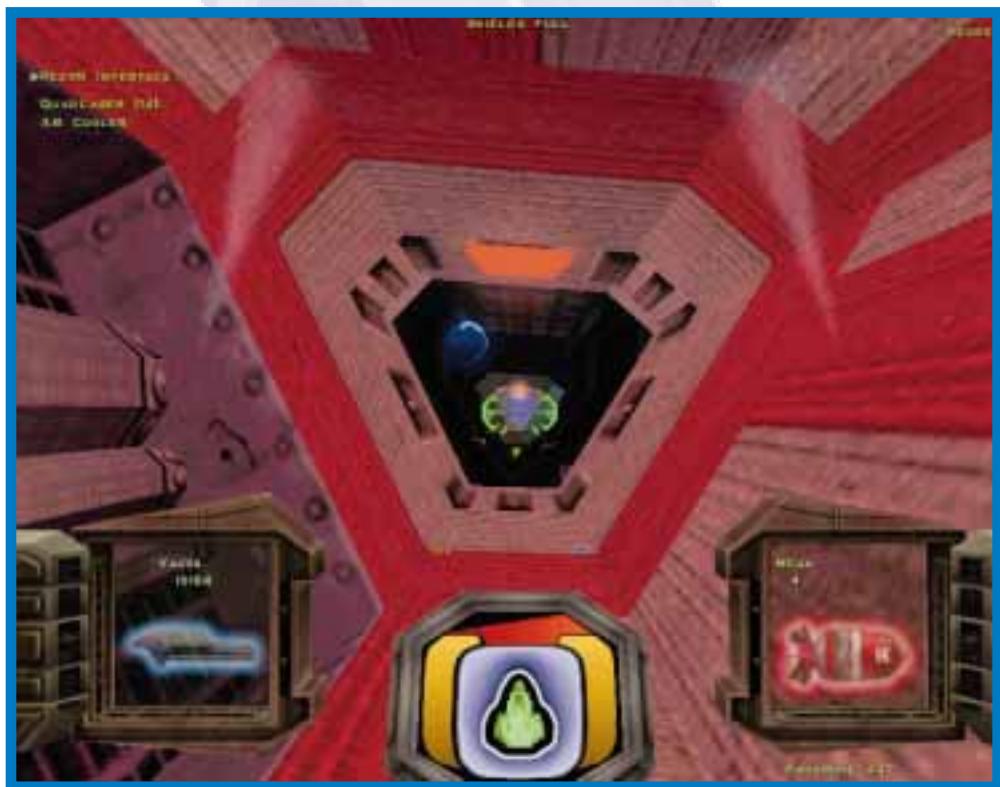
Fire a guided missile down this vent shaft to disable the aft matcen.

With the aft matcen destroyed, it's time to go hunting for stormtroopers. The ship is huge, and you'll probably need to leave markers around to remember where you have been. Some of the main areas for stormtrooper hangouts are the armory (in the corridors leading to the aft matcen and engine core), the engine core, and decks A and B, which somewhat resemble the ship's bridge.

Keep tabs on how many you have left to destroy. After awhile, you must accomplish the secondary mission objective, disabling the

engine core, to find some more stormtroopers. Ask the GuideBot to lead the way to the engine surge room. It will take you to a large room with three huge vents on the top. Stay away from these as they spurt out hot gas. When the vents are on, you'll be pushed to the bottom of the shaft. When the vents are off, head back to where you entered, about half way up the shaft. Turn the ship around and look outside at the vents. You must time your movements correctly. You'll want to enter the middle shaft—the one nearest the bottom of the screen. As soon as the vents turn off, afterburn your way into that middle vent and hug the side wall and look for a small opening. Get inside!

Head down this tunnel into a large engine room. You'll face several stormtroopers and other bots inside. Don't get between all



Ahhh... safely through the engine surge room.



the large engine pipes, as you'll take some microwave damage. Once you've terminated all the bots, flip the switches on the pipes.

Exit the room from either two doors on the sides and continue to hunt for stormtroopers. Once you've gotten that stormtrooper value down to zero, the level will complete and you'll safely exit the ship.

CHAPTER 14— THE ANTI-VIRUS

Objective: Board the CED strategical orbital platform and get the systems back online using the mirror nodes. Once that has been accomplished, broadcast the anti-virus using a data link.

New Robots: Classified

You'll begin this mission inside the orbital space station inside a supply room. Move through the door, and you'll face a new bot, the sharcs. Take them out and proceed through a few more doors until you reach a five-way intersection. You'll see a door to the left, one in front, one to the right, and one above. Get used to this location because you'll be passing through here several times before the level is complete. For now, turn to right. In this equipment room; gather all the missions and ammo and kill some more sharcs. Also, on the right shelf, you'll find the equipment room key—grab it before continuing.

Move through the door into a blue room. Move forward and down through another door and forward into a reddish tunnel with a black shark missile on the left. Proceed through a hole in the ceiling and look for a switch on the back left wall. Shoot the switch; the escape shuttle will release, opening a path. Also, several sharcs will come join the fun around this time; use some primary and secondary weaponry to take them out. Return to the five-way intersection.



There's the shuttle release switch on the upper right of the room.

Next, go through the door in the ceiling. Pass through two rooms into a large circular room. Go up into a series of white tunnels. Locate a room containing a mass driver, a napalm cannon, and a few napalm barrels. Stand back and blow apart the two barrels. Behind the barrels is the first of three bypass connectors you must acquire to fix the infected datalinks. Grab the bypass connector and head back down to the five-way intersection.

Next, head through the door in front of your original position. Inside the first room, you'll find a few sharcs. Move through several doors until you see a dead technician and an item on the ground ahead. Grab the item; it's the technician's journal. Go up from this position (and fight more sharcs) through two rooms until you reach a room with trees. Destroy the bots and grab the second bypass connector in the corner of the room. It's time to return to the five-way intersection.

This time, head right from your initial position through the door. You've gone this way before, when you checked out the shuttle release switch earlier in the level. In the room with the switch, keep moving up and head down the hole in the center of the room (it leads down the tube you spotted near the shuttle switch). Head through the only available tunnel and around a wall either left or right. In this room, you'll be confronted by several destructive bots. Destroy them all and pick up the third bypass connector in the center of the room.



Grab the second bypass connector from this unusual room.

Return to the five-way intersection and go forward from your initial starting position through three or so doors and over the dead technician you spotted last time you were here. In the first room, hit the switch on the wall. You'll be notified that you've repaired a



datalink with the bypass connector. If you try to upload the anti-virus at this point, you'll be told that the transmitter is still offline—you must repair all three datalinks! Head back to the five-way intersection!

Proceed through the right door in relation to your starting position as if you were going to the shuttle switch. Again, go down the tube that you went down when going to the third bypass connector. Head through the right tunnel if you are facing the spot where the bypass connector used to be. Defeat some stingers and sharcs and proceed down the tunnel. You'll locate another switch and datalink. Touch the switch to repair the datalink with a bypass connector.

I'm sure you've figured out the next move. It's time to head back to the five-way intersection. Move up through the ceiling tunnel and go through several doors until you reach a large, purple-tinted circular room with a tower structure in the center and strange cats on a huge monitor. On a far wall, you'll spot another switch and datalink unit. Head over and touch the switch; you'll repair the datalink with another bypass connector. Now that you've repaired all three datalinks, the transmitter control system hops online. Connect to the datalink and use the anti-virus in your inventory. Get back to the five-way intersection.

Go right as if you were heading to the shuttle switch, but instead of going up through the ceiling into that room, go down into a room with a large structure in the center with a switch. If you try and hit the switch, you'll be told that the code isn't correct. Coming off the central tower, you'll spot an arm leading to a panel with a letter. Move the arm by pushing it with your ship. At each letter, hit the button to see if that's the correct code. Once correct, the switch will enable the defense output. Guess what? It's time to return to the five-way intersection!

Go up through the ceiling door and return to the area where you fixed the third datalink. Destroy some sharcs, stingers, and squids, and head to the other side of the digital readout reporting earth

defense. You'll spot five buttons with four buttons forming the outer corners of a square and the other larger button in the center. To deactivate the beam shield, you must hit the outer four buttons in a certain order and then hit the larger central switch. If you read the buttons from left to right numbering them one, two, three, and four, the code for this particular walk-through was 1432. Keep in mind that the code changes depending on the difficulty and the game. Keep hitting the buttons in different orders and write down the combinations you have tried. After you enter the correct code, fly up through the middle of this room (the beam shield protected it). You'll arrive in the mirror node rooms.

To align the mirror nodes, simply move each mirror mode so the colored mirror is facing the pointy mechanism that comes off the ceiling of the room. Fly into each area of the mirror nodes (there are



Here's the four buttons of the beam shield puzzle.



six in all) and align each one. Be careful not to nudge or accidentally hit a mirror node with laser fire, or you must realign.

After all have been aligned, return to the large room where you solved the beam puzzle. Head over to the datalink and push against it. The transmission begins! But, the enemy bots are alerted to your act and attempt to destroy the lens that is beaming the transmission. One bot will likely get through and destroy the lens forcing you to search for a replacement. Get the GuideBot out and ask it to find a spare lens emitter. He'll lead you into an equipment room and grab the lens. Return to the top of the tower in the previous room and use the lens on the tower. Just hold your position there and destroy any bots that move toward the beam. Eventually, the transmission successfully makes it through and the level ends.

CHAPTER 15— FINAL COUNTDOWN

Objective: Dravis has fled to Venus. The anti-virus failed. You must locate Dravis and find a way to stop the virus.

In this final confrontation with Dravis, you'll face your toughest challenge yet. Not only will you battle his gigantic battle droids, but you'll face off against legions of different droids, all which you've seen before on previous levels. From stingers and sharcs to threshers to tailbots, nearly all make an appearance, and they usually come in groups. Also, though this level is fairly large, there are several areas that you don't even need to venture in. However, some of these areas feature puzzles and switches that can make the overall level much easier to complete. The first part of the walk-through for this final level details the steps required for successful completion.

You begin the level outdoors with only one simple objective: to locate Dravis' hidden stronghold. If you attempt to call the GuideBot out for assistance, it will notify you that the goal (locating Dravis'

hidden stronghold) is unreachable at this time. So, outdoors you'll find a few hood bots as well as nasty trackers, land-based tanks that fire off mega missiles. Use the hills and valleys to stay out of the sight of the troublesome trackers. There are four entrances into the underground areas from this outdoor zone. Three lead into the same area, while a fourth goes into a second area where the inner sanctum key is located (this is the important item you're searching for).

Though you'll find an obvious entrance into the underground area (it features a hallway and outdoor structure that leads down into the deeper areas), but don't bother with that entrance. Instead search for one of the mountain entrances; you'll find several guarded by turrets and perhaps more trackers. What you're looking for is a mountain entrance that leads down into a large lava-floored cavern. On one side of the cavern, you'll spot a large door.



Drop down into the cavern that features this door.

Enter this door, and you'll find several nasty bots inside (as you'll find in just about every section of this entire level). Make sure you grab every weapon you can possibly find and build your energy and shield reserves as high as possible. Continue moving through these rooms, you'll only have one exit available, so just keep moving through each door and defeating bots along the way. Inside each room search every nook and cranny until you've scooped up all the weapons and missiles.

As you continue through the rooms, you'll eventually locate a large room with several pipes on the right side as well as three locked doors. If you investigate further, you'll notice a pool of lava in front of each of the three locked doors. It appears that the lava covers a pipe that heads down into a deeper portion of the level. Although this is the area you want to be in, you can't do anything



Locate these three dials inside the underground fortress.



quite yet. Instead, keep moving through this room through a door on the far side. Inside the next room, which resembles a control room, you'll find three dials next to three readouts.

Each dial controls the lava flow inside those pipes you saw in the previous room. Though you can shoot each dial if you wish, the only important one to activate is the one on the left. Shoot the dial and make sure the message log indicates that the left lava pump has been activated. Return to the previous room and approach the left-most door that still remains locked (it should be just to your left, and it's the closest door to your current position).

Now, if you look in front of the door, the lava that filled that pipe has now been drained, letting you safely fly down inside and investigate. Head down the pipe and look for an opening leading into another area of the pipe. Go through this opening and turn around. Over the door, you'll spot a switch; this switch opens a door on the opposite side. Hit the switch, then turn around and move inside this newly opened room. Inside, you'll find the inner sanctum key.

Grab the key and quickly get out of the pipe. After you acquire the key, the lava begins to return to its natural position, which isn't the best prospect for your current situation. If you delay for too long, you'll likely get stuck inside the pipe. Save your game before grabbing the key to make sure you exit safely.

Move through the control room where you activated the lava pumps and keep moving through a few more rooms until you find the door that leads into the inner sanctum of Dravis' stronghold. Inside, you'll find the toughest of the tough; each bot inside seems hypercharged on shields and energy and packs extreme firepower. In fact, you'll also run into a ship that looks a lot like your own. This is a tough one to beat, but a few heat-seeking missiles can take it out in no time. Also, be aware of the homing missile turrets planted on the ceiling of some of the hallways.

Though you'll likely be overwhelmed by bots, try to fight only one or two at a time. Back up into the hallways and let the bots turn the



The most important item on the level: the key to the inner sanctum.

corner only to be faced with your firepower and missiles. Take a left at the intersection and follow the hallway around until you reach another intersection. Go left again, and you'll eventually enter a large shaft leading downward. At the bottom of the shaft, you'll spot a force field. Don't worry, that force field will switch off by the time you reach the bottom.

Inside the tunnel, however, rest several stinger bots and an assortment of other bad guys. Retreat back out into the hallway and use every advantage you possibly can. As much as possible, try to keep ammunition for your best weapons and an ample supply of destructive missiles. Collect all goodies you find inside and head through the force field at the bottom.

Once you pass through the opening, you'll witness a cutscene of the hellion emerging from the cavern tunnels. Once inside this large



HELLION ASSAULT MECH

Your toughest battle yet: the hellion.

cavern, you'll be relatively trapped, though there's lots of space to fly around in. Save your game before taking on the hellion, and you best have full energy and lots of missiles if you hope to survive.

The hellion's only weak spot is its head, which is protected by its huge arms. Don't bother wasting ammunition on his back, arms, or other appendages. Instead, go straight for the cranium. It's pretty small, however, and will likely take your best aiming and circle-strafing skills to score some hits. After taking significant damage, the hellion changes from his missile firing arms to a laser pistol. Stay on him and keep firing on that head. If you can, get as close as possible, so you'll be inside the area of his large hands. If you can stay away from his body but still aim at his head, go for it, especially with heavy close-range damaging weapons like the napalm cannon.



After you've likely used your entire store of missiles and ammunition, the hellion will blow apart. When you see his destruction begin, get far away, or the fierce explosion could destroy you. After the hellion blows apart, head through the open door and watch the final cutscene. Congratulations, material defender! You've successfully made it through the entire game!

Optional Objectives: Though this path will successfully take you to the end boss, there are still other tasks you can complete on level 15 that could make the overall level easier and even your fight against the vicious hellion.

Instead of heading for the underground cavern and large door illustrated previously, go down any one of the other entrances to venture inside another part of the underground structure. Inside this structure, you'll find two doors that lead to the inner sanctum. You might want to visit this area even if you plan to head straight for the inner sanctum key; though you'll find several nasty bots inside, you could also scoop up additional ammunition and weaponry.

Inside this structure, you'll enter a room with pipes on one side and an energy regenerating structure on the other. Fire in the middle of the structure to open a secret panel and a gateway into a secret room. Inside this room, you'll find the back-up reactor, a device that controls the security matcens around the complex (this is a fancy term for the robot generators).

Enter the room and kill the two squids inside. In the center of the room, you'll find a large circular structure with a switch in the center and unusual knobs around the circumference. If you shoot the buttons, you'll notice text in your message log—something about the matcens' increasing power or turning off. The goal of this puzzle is to hit the sequence of buttons that will turn all the security matcens off. If you mess up the sequence, just hit the center switch to reset the entire puzzle.

The switches you must hit are: third one from the right, fifth one from the right, sixth one from the right, first one on the right, and fourth one on the right. Keep in mind, the solution to the



Don't hang around the rooms that contain these robot generators.

puzzle is to turn all the matcens off. Once completed, you won't have to worry about the robot generators anymore—you've switched them off.

Another optional puzzle involves a broken reactor just adjacent to one of the large underground lava-floored caverns. To get to this reactor, you must solve an unusual puzzle involving a boulder-blocked entrance and a machine that creates circular explosives.

Use the switches to the left of the machine to create a high-yield explosive. What you must do is slowly push the ball with your craft until you are almost to the edge of the cliff behind you and to the right of the broken elevator. Ahead and below you, you'll spot the blocked entrance. Your weapons can't penetrate the mass of boulders, so you must use the mining explosives. Push the boulder slowly toward the cliff and go into reverse, then go forward quickly



Push the circular explosives off the cliff into the set of boulders.

to give the circular explosive some momentum. If done correctly, the explosive falls into the boulders below providing access down a new tunnel. If the explosive fails and just explodes on the floor harmlessly, return to the switches and pump out another bomb.

Inside the tunnel you just opened, you'll find a broken reactor that requires a fuse. A switch that starts the reactor won't operate unless you locate the fuse. If you successfully find the fuse, you can return here to juice up your energy stores, a useful tool when facing the dozens of robots on this difficult level. To find the fuse, head into the second underground area mentioned previously in the walk-through (the one that leads to the inner sanctum key). Move all the way through the entire fortress until you reach the inner sanctum door. Outside the windows, you'll see another cavern. Use a missile to destroy the windows and fly outside; you'll acquire the fuse.

CHAPTER SIX

multiplayer setup
and strategies





Descent 3 takes on an entirely new character when played over the Internet. As wily and cunning as the AI bots can be in the single-player game, facing your fellow humans in a deathmatch or similar game type will require all the skills you have at your disposal. Descent offers the player more than a traditional deathmatch in terms of play style, instead debuting several new challenging arenas with their own unique set of rules and styles. Ultimately, there is something here to make everyone happy. What follows is a rundown of the various multiplayer options as well as strategies for each.

MULTIPLAYER SETUP

The creators of Descent 3 have made it pretty simple to find and enter games for those of you that prefer to use the Internet as opposed to modem-to-modem and LAN play. We highly recommend you open an account at PXO, Outrage's own network that offers smooth play for no cost. Simply launch Descent 3 and click the Play Online button and you will be sent to the PXO web site, where you can create a new account with your own user name and password. Once you have that set, you can load up Descent 3 as normal, click on Multiplayer from the main game screen, and then enter the PXO service. Once online, you will see various lobbies that cater to particular play styles, including team games, co-op, and different levels of play ability. If you're fairly new to multiplayer gaming in general, we recommend you stick around within the novice lobby and cut your teeth with some willing victims.

RANKINGS

Unique to the PXO system is its ability to keep track of your pertinent statistics and develop a player ranking. Most interesting is

that when you are promoted to a new rank, you will be notified during the game with a message across your HUD. To see the ranks of your competition, simply press the F7 key, and you will see a listing of each player within the game.

Your initial rank begins as a cadet with an introductory score of 400. To achieve a higher rank, you must attain the following scores:

0—600	Cadet
600—900	Ensign
900 – 1,200	Lieutenant
1,200 – 1,500	Lt. commander
1,500 – 1,800	Commander
1,800 – 2,100	Captain
2,100 – 2,400	Commodore
2,400 – 2,600	Rear admiral
2,600 – 3,000	Admiral
3,000+	Demigod

MULTIPLAYER GAME TYPES

Descent 3 has no shortage of interesting and varied multiplayer games. Long gone are the days of straight deathmatch (though it still exists). Now, you'll find all manner of new experiences, from capture the flag to cooperative to entropy, monsterball, and more. Let's take a look at each.

ANARCHY

If you're in the mood for no-nonsense carnage, where it's kill or be killed, anarchy is the game for you. This is straight deathmatch—no teams—and the player with the most kills at the end of the round will be the winner.

COOPERATIVE

Getting your butt kicked in the single-player game? Perhaps you need a friend to help you out. Cooperative mode (or co-op) play lets you engage in any of the single-player levels with the assistance of a friend. With two of you, you now have someone watching your back when the action comes on hot and heavy. Make sure you share in the weapons and power-ups. If one player is hogging up all the goodies, both will be less effective. Also, it is best not to start on the later levels, as your ship will not be outfitted with effective weaponry. Instead, start at levels 1 through 3 and proceed from there.

CAPTURE THE FLAG

Capture the flag (CTF) is played between two teams of players, red and blue. The objective is simple: capture the opposing team's flag and return it to your base. In the fury collection, only two teams are supported; it's perfectly suited for eight players, four on each team. If you have quite a gang of players eager to play, you should launch a CTF game with the bedlam collection, which supports up to four teams, blue, red, green, and yellow. You should have at least 16 players for bedlam. No matter which option you choose, the fundamentals remain the same: work as a team, with some players hanging back and protecting the flag, while other members of your team infiltrate the enemy base and attempt to snag the opposing



flag. When you are notified that a player on your team is carrying the flag, at least one player should venture out and offer to lend some escorting duty.

ENTROPY

Entropy is yet one more team-orientated game that involves the capturing of enemy rooms while at the same time defending your own rooms. There are three rooms on either side that must be either captured or protected: the laboratory, the energy center, and the repair zone. The ultimate goal for your team is to penetrate each room and hold them. However, capturing a room is not as simple as just moving into it with gun blazing. On the contrary, you must infect the room with a virus sample that can be picked up within your own laboratory. To make matters more difficult, it takes more than one virus sample to claim a room; a whopping five samples must be delivered, and then a member of your team must remain in that room for three seconds before your team scores points.

If your ship is damaged, you must go to a repair room and wait a few seconds for the retrofit of your ship. The same goes for ships suffering from low energy, as there are no energy power-ups to be found on entropy levels. Therefore, head for the energy room and wait until your energy reserves are maxed before resuming. There is a dark side to all this for the unaware player, and that is thinking you can repair your ship or pump up your energy by heading into an enemy repair or energy room; you can certainly enter, but expect to take serious damage!

Your ship can carry up to two virus samples for every opponent you have killed without dying yourself. If you happen to die (it's bound to happen from time to time), your ship will be reset, and you must kill another opponent, so you can pick up more samples.

HOARD

In this multiplayer game type, players acquire hoard orbs by knocking out their opponents, picking up the orb left behind in the destruction, and then scoring the orb at an indicated spot on the level. The more orbs you happen to be carrying, the more points you'll score. This is an easy game to be greedy in, thinking you'll just kill one more person before going for a touchdown, but discretion is indeed the better part of valor in this game, so don't push your luck too far!

HYPER ANARCHY

This game is similar to anarchy, but the scoring is tabulated a bit differently. Instead of scoring a point for each kill, your scoring goes up with each successive kill you perform without dying yourself. With this in mind, the object here is to go on a killing spree, racking up a series of enemy defeats, and basking in the glory of your scoring domination.

MONSTERBALL

If you've played the powerball mod for Quake II, you'll have a head start on this interesting Descent 3 game type. Two teams compete against one another in a futuristic version of soccer. Instead of kicking a ball with bionic legs, however, you must use some accurate shooting of your lasers to propel the ball into the goal. As an added incentive for carnage, anarchy rules also apply, so not only can you get points for scoring the goal, but taking out the opposition as well.

ROBO-ANARCHY

If straight anarchy is getting a little long in the tooth, you can always venture into robo-anarchy. Essentially, it's the same game, but with the added ingredient of AI-controlled robots pestering all of the human players.

TEAM ANARCHY

Team anarchy is derivative of straight anarchy, but this time around you're fighting on a team in the hope of scoring more points than the opposition. Try to keep the teams balanced in terms of rank, so no one team has a clear-cut advantage. Unfair teams are no fun for anyone and usually makes for an unappealing massacre.

MULTIPLAYER STRATEGIES

Sure, the enemy robots in the single-player game provide a significant challenge, but they're still no where near the challenge you'll face in the multiplayer arenas of Descent 3. With such a wide selection of weaponry available and the freedom to move your ship in any direction you choose, Descent 3 dogfights can be complex and intense. Study the following tactics to get a head start in defeating your enemies and becoming the envy of all your peers. Also, refer to the chapter on ships, weapons, and missiles for further multiplayer strategies associated with those three essential deathmatch items.

THE Most Toys

In the early moments of a game, players often race to the most powerful weaponry (usually the one-shot kill missiles, the mega



and black shark) in hopes of gaining an early advantage against another player. Because you can scour the map and scoop up all the available weaponry, a player can often leave his foes with little more than a simple laser cannon and a few missiles. When playing in a large multiplayer game, make every attempt to keep the most toys to yourself. And, if you manage to defeat the player carrying loads of killer weaponry, collect all the goodies before clearing out of the area. Don't leave anything useful behind for other players to grab.

With the ability to horde weaponry, it becomes even more important to stay alive and not give your opponent's any powerful goodies you've collected. Keep in mind that they can still get plenty of powerful missiles and weaponry, so just because you have an advantage, it doesn't make you invincible. Fight intelligently and use the powerful missiles you've fought hard to collect to annihilate lesser-armed players.

SCORING UNCONVENTIONAL KILLS

One of the most enjoyable aspects of Descent 3 multiplay is the amount of amusing and unconventional kills you can accumulate against your opponents. Here are a few that, if used, should keep your score well above your fellow Descent 3 pilots.

sniping

With the addition of the mass driver, Descent now features the perfect "camping" weapon. The term camping means to sit in an isolated corner of the room or map and fire at opponents from a stationary, and relatively safe, position. The mass driver includes a zoom feature, the perfect tool for those players who enjoy killing from a great distance. Look for dark corners of a



room, usually up by the ceiling or close to the floor, and point your view at a door or other entrance. Keep the mass driver zoomed and ready; then, release the fire button when a player enters the crosshairs.

anti-sniper

To counteract the often annoying abilities of a well-conditioned mass driver camper, you should always have your headlights on or at least use ample flares to brighten up the dark corners of a room. Also, if you've got extra, it wouldn't hurt to fire a few heat-seeking missiles into the corners of the room. If you see the heat-seeker veer off toward an area of the room, you can rest assured someone is hiding out there. Typically, players who prefer camping over straight out dogfighting usually aren't too good at maneuvering their ship effectively. Use this to your advantage and force them out of their hiding spots.

guided missile

Another tactic employed by the campers is the use of the guided missile. This one can be quite humorous. Stay back in an isolated part of the map and turn on your guided missile view (in the general options menu). Fire off the missile and move it through tunnels and look for an unsuspecting player—maneuver the missile right into his ship! Usually, the player will wonder what on earth just struck his ship, and he'll spin around looking for an opponent. Usually, you won't score a kill like this (though you could against a weakly shielded opponent), but the technique is gratifying nevertheless. Keep in mind that when you're in guided missile view, you can't see when enemy ships have surrounded you. It's a scary wake-up call when, all of the sudden, your ship's being pounded by vauss or napalm cannon fire.

proximity mines

Drop some of these above doorways or around corners to catch your opponents off-guard. Drop several, in fact, and you could score yourself an easy kill. Give this one a shot as well: after destroying an enemy, drop some proximity mines in his floating collective of weapons. Next, go hide in a corner of the room. Stay back and watch as another player enters and heads quickly over to the huge collection of weapons and missiles. As he starts sweeping through the floating cloud of pyrotechnic toys, he'll probably not notice the proximity mines waiting inside.

WINNING THE DOGFIGHT

If you're engaged in a one-on-one dogfight against another player, a winning result usually falls on the player with more maneuverability and a wiser weapon selection. Don't stand still against a human opponent, especially those skilled with moving his craft. Use circle-strafe and afterburner techniques to make yourself a much more difficult target. Weaken the enemy ship with homing or napalm missiles (the fire works wonders in getting your opponent into a panicked state). If you're equipped, drop off some gunboys or seeker mines to further distract your opponent while you move in for the killing blows. In dogfights, the best primary weaponry would be the plasma cannon, super laser, microwave, and EMD gun for long-range fights and the napalm cannon, vauss cannon, fusion cannon, and omega cannon for close-range battles.

ENGAGING THE ENGAGED

A sure way to accelerate your kill score is to happen upon occupied enemies. In multiplayer games featuring several foes, there will be plenty of moments when you enter a room or hallway where two



(or more) players are engaged in a dogfight. In fact, seek out these circumstances and keep missiles such as the smart missile, mega missile, and black shark missile close at hand. Fire one of these powerful missiles into the fray, and you'll likely kill everyone inside. Better yet, you now have access to all the weapons they were carrying.

KNOW THE MAP

It goes without saying that one of the keys to being successful in Descent 3 multiplayer games (or any action-oriented multiplayer game) is to know the playing field. Study the map's layout, especially available exits to all the rooms. If trouble should arise, you must to know in an instant where you are on a map and where you can get out of the particular room. Also, knowing a map provides the knowledge of camping spots (if you prefer that style of play) as well as the areas where opponents are likely to be engaged in dogfights.

GAME SPOT

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